3
OCT
$1.50 US
$1.95 CAN
ROGER RABBIT'S
TOONTOWN
KJJ-023-1

Someone to laugh with

Someone to share

Someone true blue

Who'll always care

Someone who's fun

Someone who's kind

Someone who's there for me

All of the time.

minnie n me

collector cards

INTRODUCING LIMITED-EDITION
MINNIE 'N ME COLLECTOR CARDS FROM IMPEL MARKETING INC.

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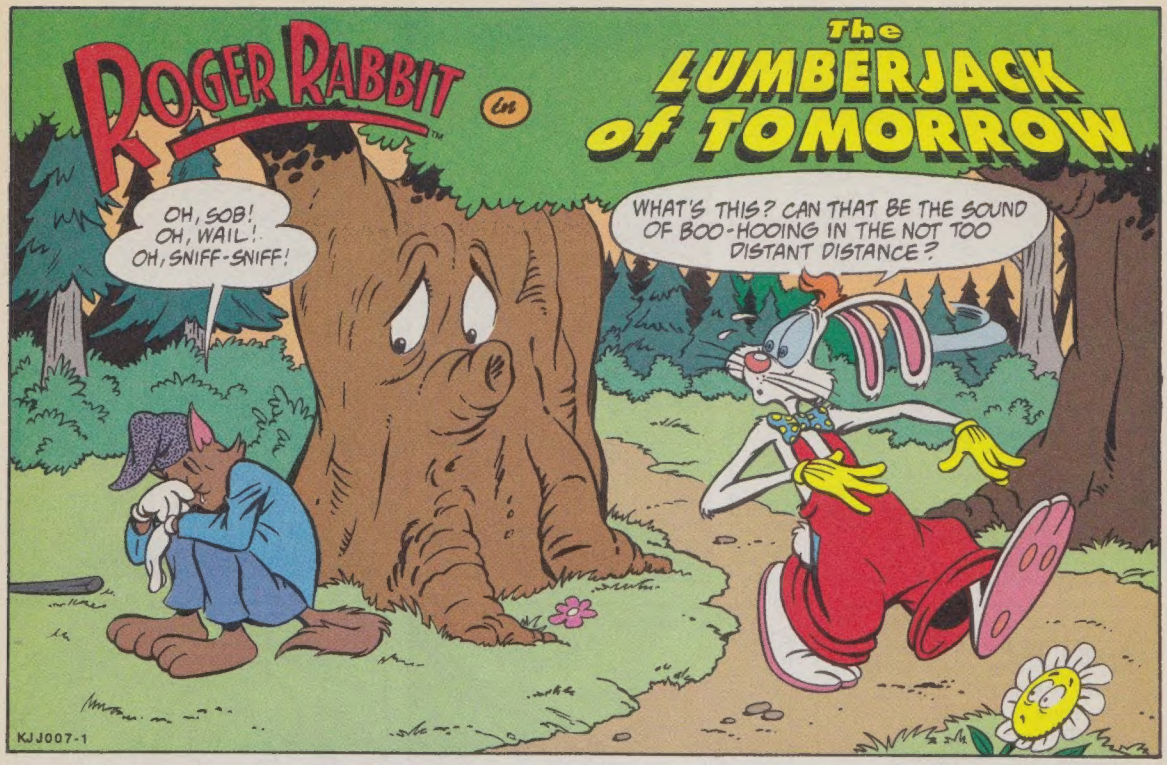
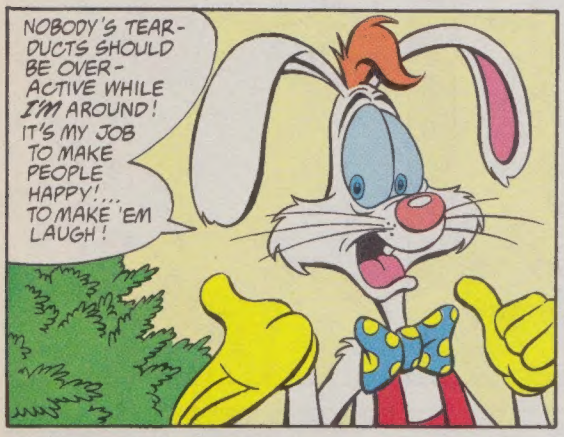
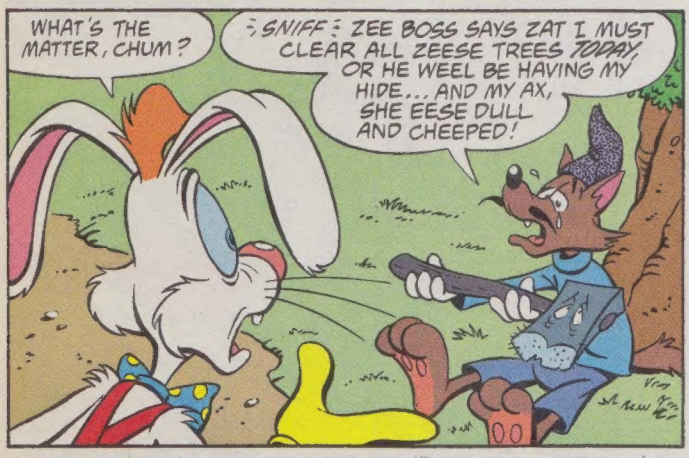






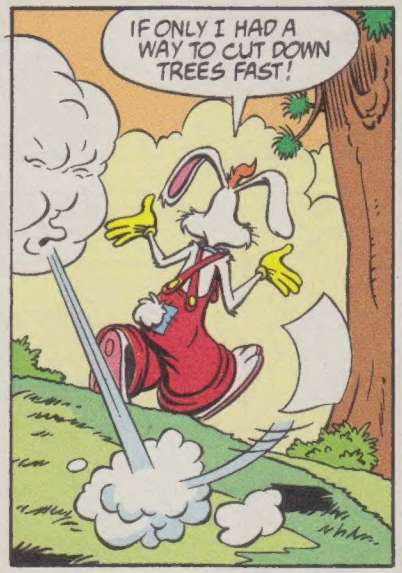
ROGER RABBIT'S TOONTOWN (ISSN applied for) (ISBN 1-56115-205-6) No.3 October 1991. Published monthly by W. D. Publications, Inc., a subsidiary of The Walt Disney Company, 500 S. Buena Vista, Burbank, CA 91521. Second Class postage paid at Burbank, CA. © The Walt Disney Company and Amblin Entertainment, Inc.. All rights reserved. Nothing herein contained may be reproduced without written permission of The Walt Disney Company, Burbank, California. Subscription rate, $18.00 for 12 issues, $23.00 Canadian and foreign, payable in U. S. funds. Printed in the U.S.A. POSTMASTER: send address changes to ROGER RABBIT'S TOONTOWN, PO Box 2079, Prescott, AZ 86302.

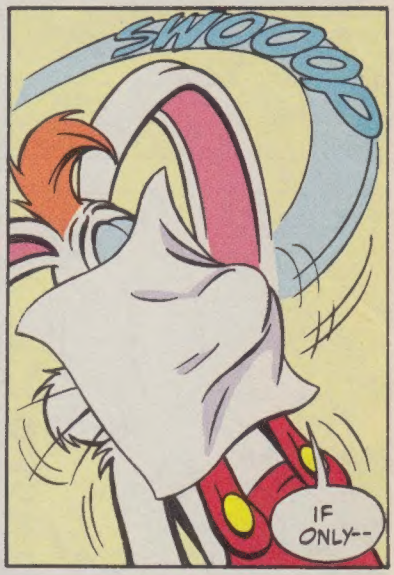
LOOK! LOOK HOW ZE SUN, EET ALMOST DISAPPEARS BEHIND ZEE CLIFF FORMIDABLE!
CAUTION 2000 Ft DROP DEAD AHEAD

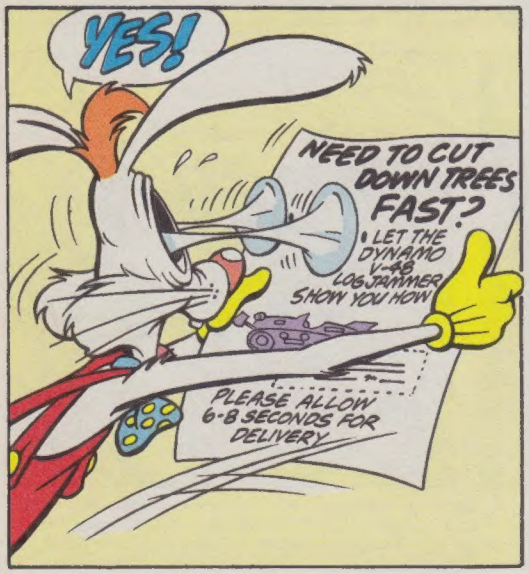
SOON EET WILL SINK BENEATH ZEE WATER LEVEL OF ZEE RUSHING RAPIDS BELOW AND I WEEL BE WEEZOUT ZEE EEMPLOYMENT!

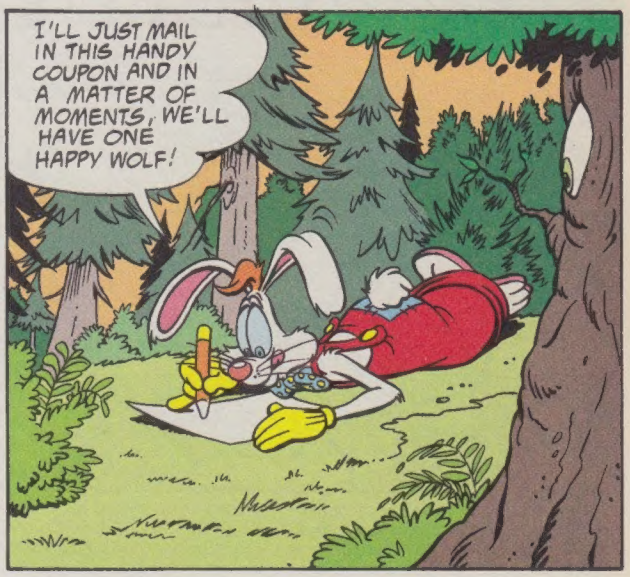
ZEE HORROR!
I AM PANIC STREEKEN!

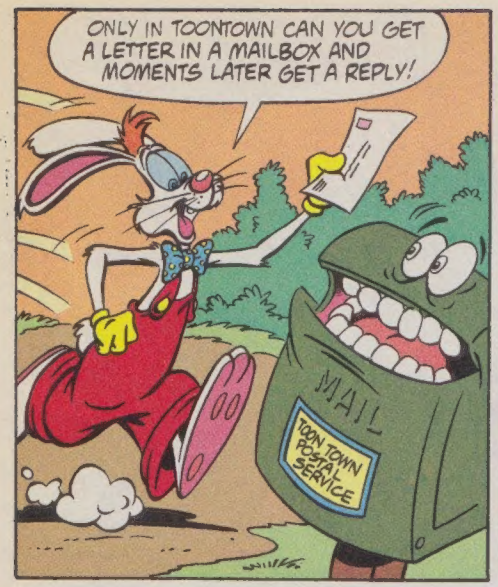
HMM! THIS WOLF NEEDS THESE TREES CUT DOWN AND FAST! THE ONLY WAY I CAN MAKE HIM HAPPY IS TO FIND A WAY TO DO IT!
PACE PACE
PACE PACE

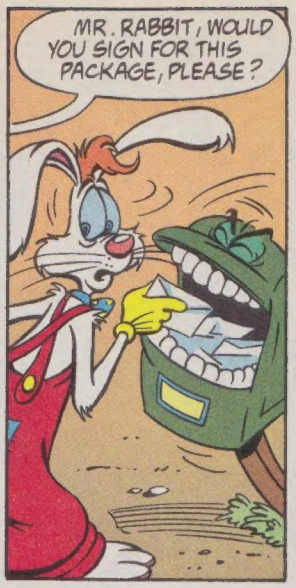

IF ONLY I HAD A WAY TO CUT DOWN TREES FAST!

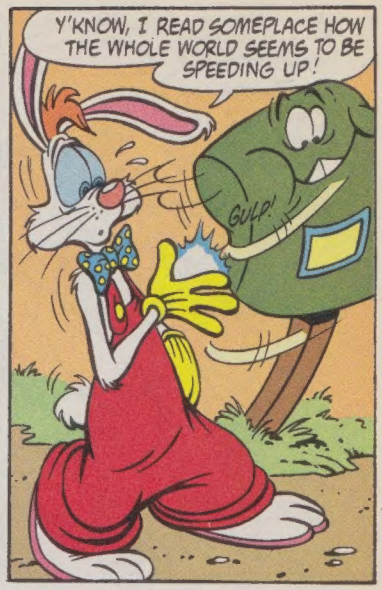

SWOOOO
IF ONLY--

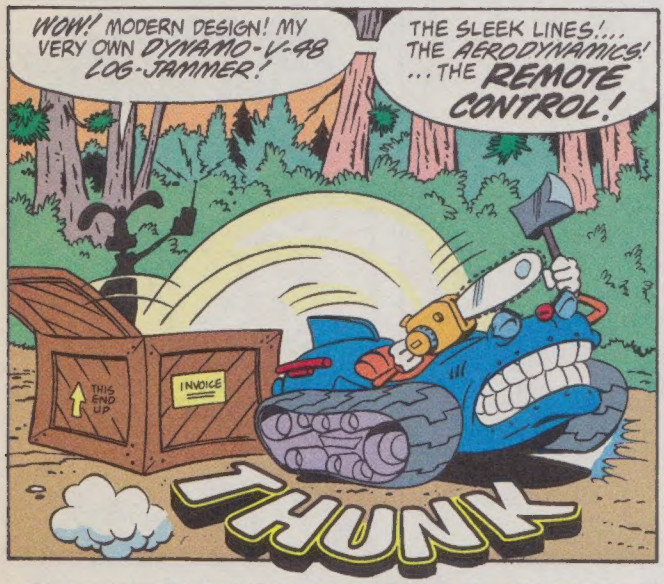

YES!
NEED TO CUT DOWN TREES FAST?
LET THE DYNAMO V-8 LOGJAMMER SHOW YOU HOW!
PLEASE ALLOW 6-8 SECONDS FOR DELIVERY


I'LL JUST MAIL IN THIS HANDY COUPON AND IN A MATTER OF MOMENTS, WE'LL HAVE ONE HAPPY WOLF!


ONLY IN TOONTOWN CAN YOU GET A LETTER IN A MAILBOX AND MOMENTS LATER GET A REPLY!
MAIL
TOON TOWN POSTAL SERVICE

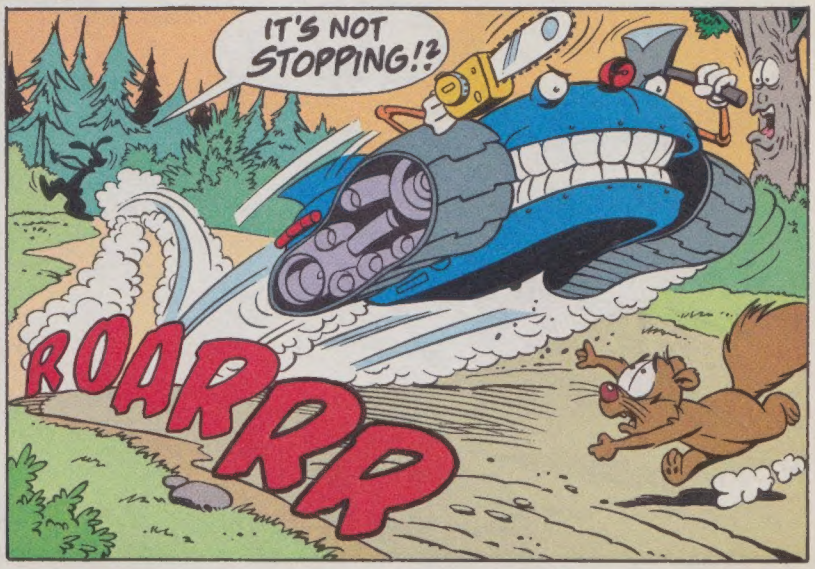

MR. RABBIT, WOULD YOU SIGN FOR THIS PACKAGE, PLEASE?

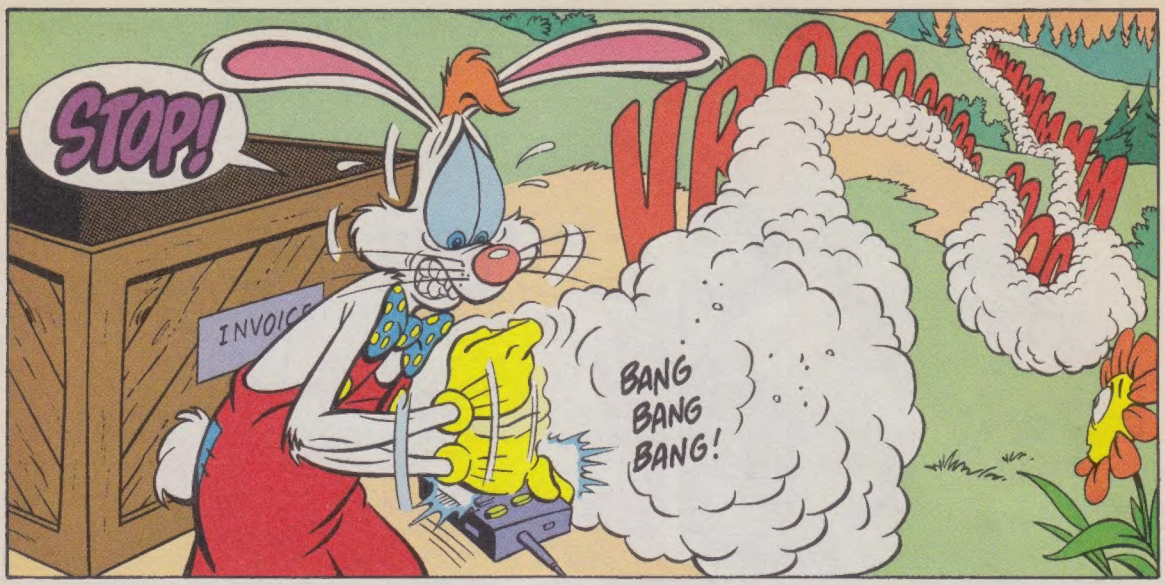

Y'KNOW, I READ SOMEPLACE HOW THE WHOLE WORLD SEEMS TO BE SPEEDING UP!
GULP!

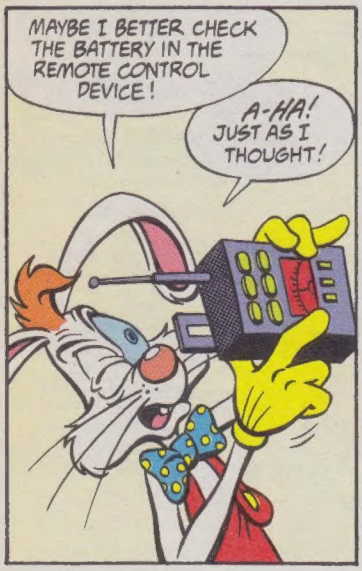

WOW! MODERN DESIGN! MY VERY OWN DYNAMO-V-48 LOG-JAMMER!
THE SLEEK LINES!... THE AERODYNAMICS! ...THE REMOTE CONTROL!
THIS END UP
INVOICE
THUNK

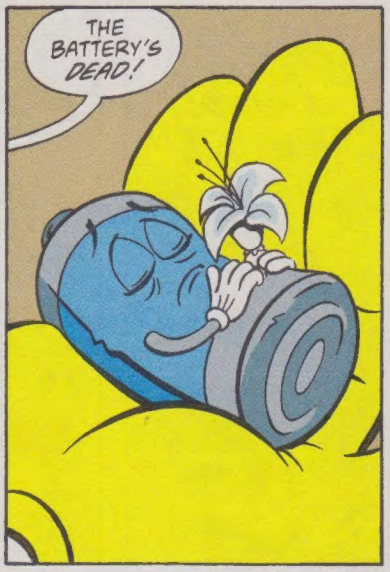
LET'S SEE... IGNITION, CLUTCH...GEAR!
THERE IT GOES!
ROWR-ROWR-ROWR
BROOOOMMM
BRAP-BRAP-BRAP
PEEL OUT

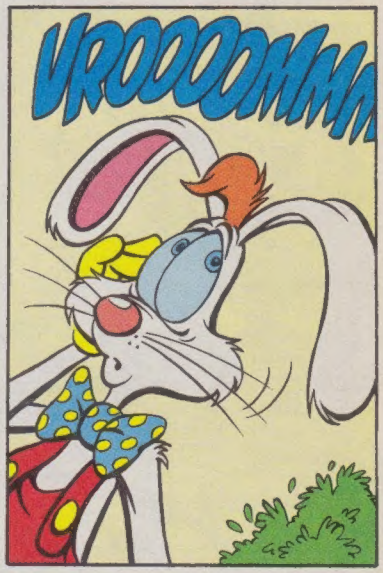
AND NOW, THE BRAKE! IT'S NOT STOPPING.
HMM, IT'S SUPPOSED TO STOP ON A DIME!
...MUST BE SOME KIND OF BIG DIME!

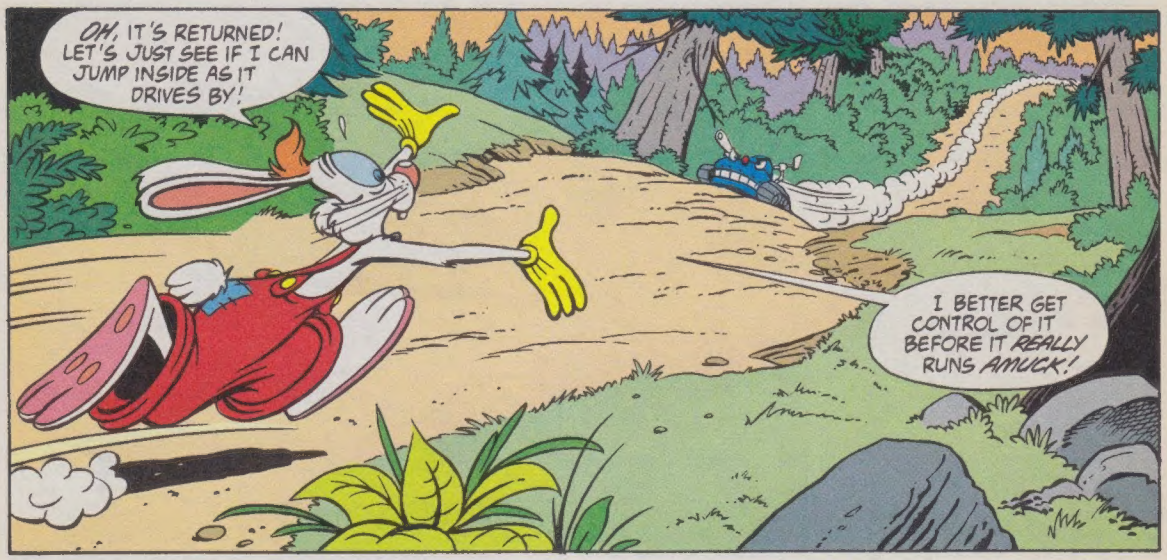

IT'S NOT STOPPING!?
ROARRR


STOP!
INVOICE
BANG BANG BANG!


MAYBE I BETTER CHECK THE BATTERY IN THE REMOTE CONTROL DEVICE!
A-HA! JUST AS I THOUGHT!


THE BATTERY'S DEAD!


VROOOOMMM


OH, IT'S RETURNED! LET'S JUST SEE IF I CAN JUMP INSIDE AS IT DRIVES BY!
I BETTER GET CONTROL OF IT BEFORE IT REALLY RUNS AMUCK!

BETWEEN THE LINES

A MATTER OF TIME

One of the many things that makes the 48 hour days spent here at the Mouseworks so much fun is everyone's willingness to explore new vistas and new possibilities. A number of this month's issues are a good example of that.

Irascible Duck editor Bob Foster has arranged an epic story about time travel that spans all four of his regular monthly titles, and, as a result, you readers have got a treat in store.

Thus, may we strongly urge you to buy a copy or two of DONALD DUCK ADVENTURES #17, which begins a four book storyline that is collectively called "The Time Tetrad." It concerns a time machine built by Gyro Gearloose and the trouble Donald and his nephews get themselves into when they use it to travel back to ancient Atlantis.

The story continues a week later in WALT DISNEY'S COMICS AND STORIES #564, when Donald and the boys use the time machine to meet Dink the Dinosaur.

A week after that, in UNCLE SCROOGE #259, Gyro makes a few adjustments in the time machine, and as a result Donald suddenly finds himself stranded in Tierra Del Fuego.

The following week, in DUCKTALES #17, Scrooge and the gang must use the time machine to travel back to the Klondike, when Magica De Spell uses her own time machine to steal Scrooge's Number One Dime.

Not to be outdone by Brother Foster, David Cody Weiss will be presenting a time travel tale or two of his own this month. In the final issue (for now) of GOOFY ADVENTURES, a different time machine sends Mickey and Goofy back to the Stone Age, while in MICKEY MOUSE ADVENTURES #17, Professor Einmug brings a baby dinosaur to the present and the infamous hunter Wily Wildbeest will do anything to get his hairy hands on it.

All in all, it promises to be an exciting month.

Now if we could just get our hands on one of those time machines and go back to the '50s for that mint copy of UNCLE SCROOGE #1...

--Len Wein
Editor-in-Chief

ON SALE THIS MONTH!

CHIP 'N' DALE RESCUE RANGERS #17
"For the Love of Cheese!"
Join the Rangers as they travel to the Swiss Alps, where they meet Jacques De Brie, the continental mouse of mystery, and battle the perilous Pawprint Gang!
Story by *TOM* and *MARY BIERBAUM* / Art by *SAAVEDRA* and *TORREIRO*

* * * * *

DONALD DUCK ADVENTURES #17
THE TIME TETRAD - Book One:
"The Secret of Atlantis!"
Donald and the nephews travel to lost Atlantis in Gyro's time machine -- to learn the sinister secret of that sunken city!
Story by *BYRON ERICKSON* / Art by *VICAR*

"The Custard Gun"
Donald goes hunting -- with the most incredible weapon of all!
Story and Art by *CARL BARKS*

* * * * *

DUCKTALES #17
THE TIME TETRAD - Book Four:
"A Dime in Time!"
Magica De Spell uses her own time machine to go back in time to the Klondike and steal Scrooge McDuck's Number One Dime!
Story by *BOB LANGHANS* / Art by *C. QUARTIERI* and *R. BAT*

* * * * *

GOOFY ADVENTURES #17
"Back In Time!"
Goofy and Mickey travel back to prehistoric times in a time machine of their own!
Story by *J.B. MOORE* / Art by *TONI*

"Tomb of Goofula!"
Meet a creature of the night, who doesn't drink...milk!
Story by *MARV WOLFMAN* / Art by *GENE COLAN* and *TOM PALMER*

* * * * *

JUNIOR WOODCHUCKS #4 (of 4)
"Cave Caper!"
Uncle Scrooge enlists the Woodchucks to help find an underground hiding place for his excess cash.
Story by *LOCKMAN* and *MOORE* / Art by *CARLOS PAURA*

MICKEY MOUSE ADVENTURES #17
"A Snatch in Time!"
Professor Einmug returns to Mouseton with a living dinosaur -- and **Wily Wildbeest** wants it!
Story by *LAMAR WALDRON* / Art by *RICK HOOVER* and *GARY MARTIN*

* * * * *

ROGER RABBIT #17
"Flying Saucers Over Toontown!"
Little green men are invading Toontown, and Roger has seen them -- but nobody will believe him!
Story by *DOUG MURRAY* / Art by *JOHN COSTANZA* and *DAVE HUNT*

* * * * *

ROGER RABBIT'S TOONTOWN #3
ROGER RABBIT - *"Lumberjack of Tomorrow!"*
Story by *CHUCK FIALA* / Art by *JOHN COSTANZA* and *DAVE HUNT*

JESSICA RABBIT - *"Teevee Jeebies!"*
Story by *JACK ENYART* / Art by *BILL FUGATE* and *IAN AKIN*

BABY HERMAN - *"Takin' a Dive!"*
Story by *JOHN BLAIR MOORE* / Art by *RICK HOBERG* and *BRIAN GARVEY*

* * * * *

TALE SPIN #5
"The Old Man and the Sea Duck!"
A crash landing has robbed Baloo of his ability to fly--and of his memory!
Story by *L. HINSON* and *BJG WEISS* / Art by *O. SAAVEDRA* and *ROBT. BAT*

* * * * *

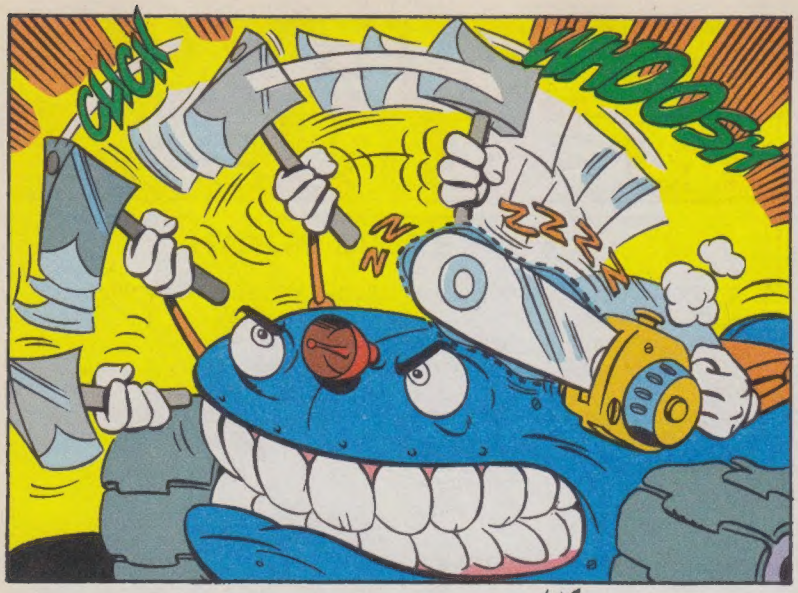
UNCLE SCROOGE #259
THE TIME TETRAD - Book Three:
The Only Way to Travel!"
The malfunctioning time machine sends Donald to Tierra Del Fuego -- where Scrooge must rescue him.
Story by *ERICKSON* / Art by *VICAR*

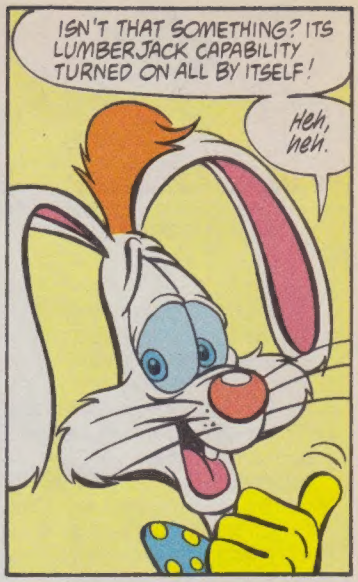
* * * * *

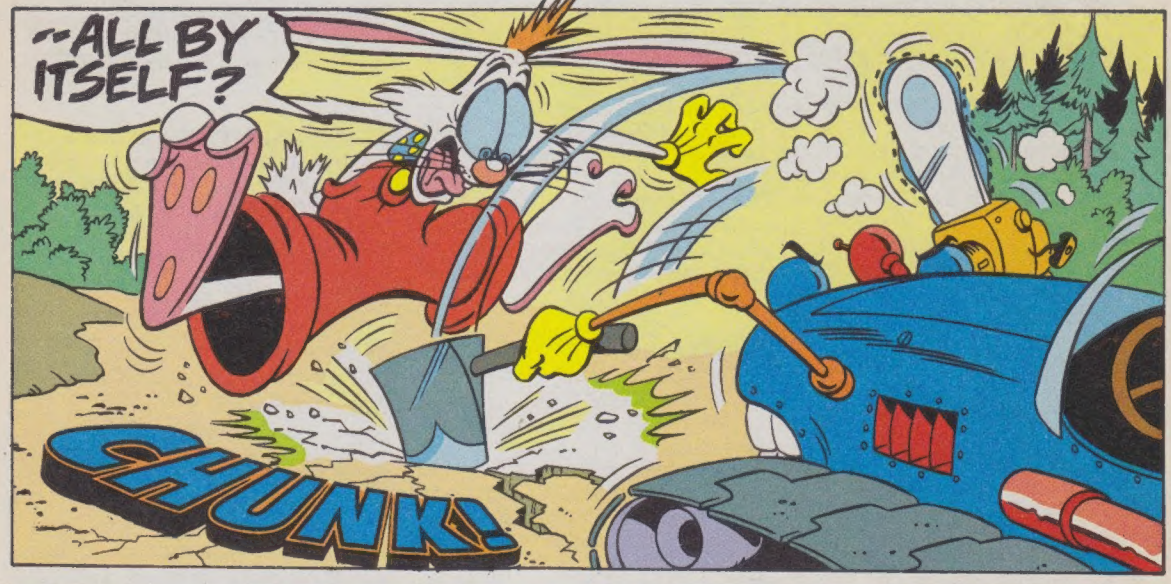
WALT DISNEY'S COMICS & STORIES #564
DONALD DUCK - THE TIME TETRAD - Book Two: *"Dirk the Dinosaur!"*
Story by *ERICKSON* / Art by *VICAR*

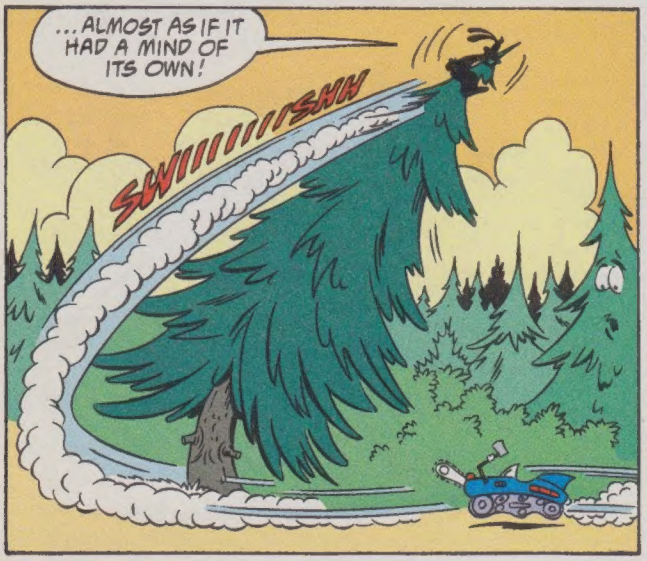
DISNEY'S COMICS ARCHIVES
Art by *CARL BARKS*

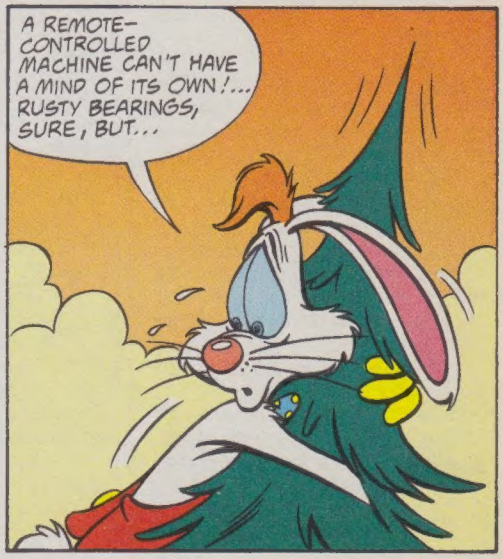
MICKEY MOUSE - *"Secret of the Whirlpool!"*
Story and Art by *DICK MOORES*


CHOP
WHOOSH
ZZZZ


ISN'T THAT SOMETHING? ITS LUMBERJACK CAPABILITY TURNED ON ALL BY ITSELF!
Heh, heh.


--ALL BY ITSELF?
CHUNK!


...ALMOST AS IF IT HAD A MIND OF ITS OWN!
SWIIIIIIIIISHH


A REMOTE-CONTROLLED MACHINE CAN'T HAVE A MIND OF ITS OWN!... RUSTY BEARINGS, SURE, BUT...

BR-A-A-P-P-P CHOP CHOP CHOP
IT'S JUST A WILD COINCIDENCE THAT IT SEEMED TO CHASE ME! HA, HA!
WRANGGGG CRACK KRACK
WHY, IF THAT MACHINE HAD A MIND OF ITS OWN AND WAS OUT TO GET ME, IT WOULD JUST CHOP DOWN THIS VERY TREE I'M SITTING IN! IT WOULD...
TIMBER.
CRASH
WHAT SHALL I DO? WHAT IS THE LOGICAL, SENSIBLE, PROPER REACTION WHEN A CRAZED LUMBERJACK MACHINE IS WHIZZING BACK TOWARD ME WITH KNIVES OUTTHRUST?
ROAR
AAAAHHHHHHH
IS THERE A GOOD SURGEON IN THE HOUSE? YIKES! EEK!
VEND-O-MATIC
TOON TREE SEEDS
5¢

earn GREAT PRIZES and CASH

$2.00 CASH PROFIT PER ITEM!

A SUCCESS STORY CAN BE YOURS TOO!!

"I am 8 years old and in the 3rd grade. I enjoy selling to earn money for clothes and Nintendo tapes. But mostly the people enjoy the quality and value of the items they order. This year I sold over $150 worth. It's really fun!"
Brad Lohr
Odebolt, Iowa

Jessica's mother writes: "Jessica loves selling your cards and gifts. Selling has taught her many valuable lessons. Thank you for giving her this opportunity, and keep sending your catalog!"
Jessica Wain
East Corlath, ME

"My sister and I work together. We have been selling your cards and gift items for 5 years. My customers love all your cards and gifts, and the prizes we earn are terrific!"
Aubrie & Trisha DiGiacomo
St. Johnsville, NY

It takes only one *FREE* phone call.

Ask for FREE sales kit 81. 1-800-543-1201

Give the operator your name, address and zip code.*

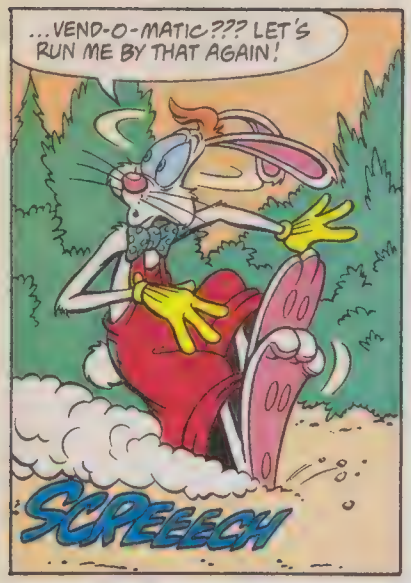
*Sorry...operators cannot answer questions, but your kit will. 800 service available in continental U.S.

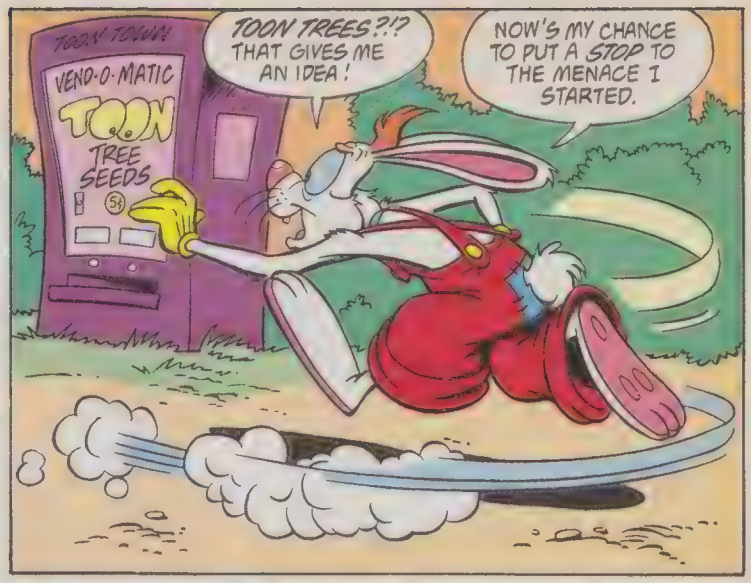
We're standing by ready to rush your free Sales Leadership Club sales kit, complete with gift catalog, order form and free catalog of prizes you can earn. Neighbors, friends, and relatives will love to order our quality cards, stationery, gift wrap and other gifts. It's that easy. There's no cost. No obligation. Nothing to return.

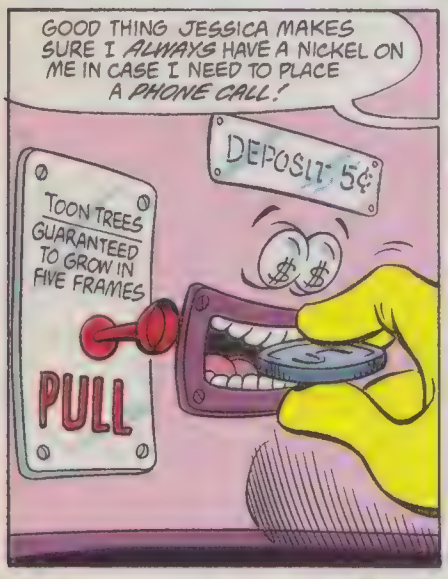
We've doubled the dollars you earn! It's easier and faster than ever to get the prizes you want, or $2.00 an item cash profit.

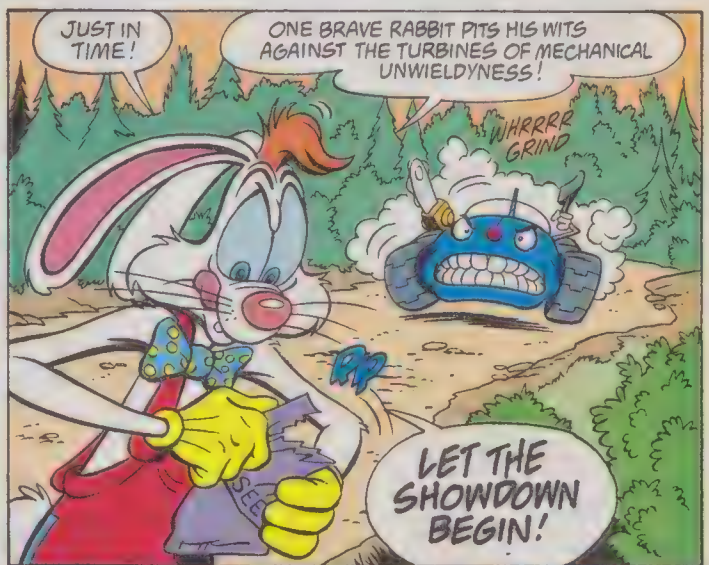
SALES LEADERSHIP
C · L · U · B

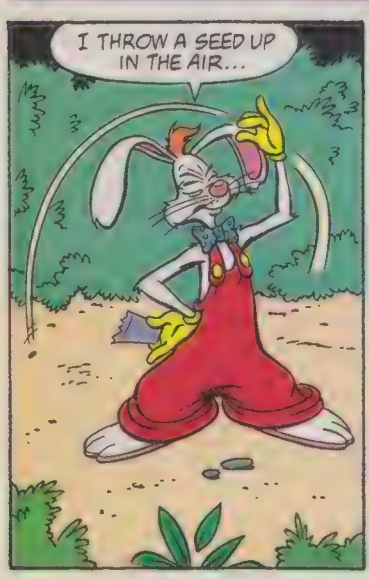
45 Warwick Street
Springfield, MA 01102

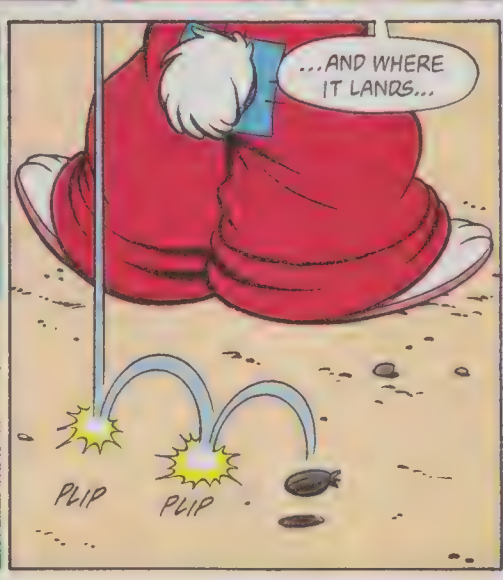

...VEND-O-MATIC??? LET'S RUN ME BY THAT AGAIN!
SCREEECH


TOON TOWN
VEND-O-MATIC
TOON TREE SEEDS
5¢
TOON TREES?!? THAT GIVES ME AN IDEA!
NOW'S MY CHANCE TO PUT A STOP TO THE MENACE I STARTED.

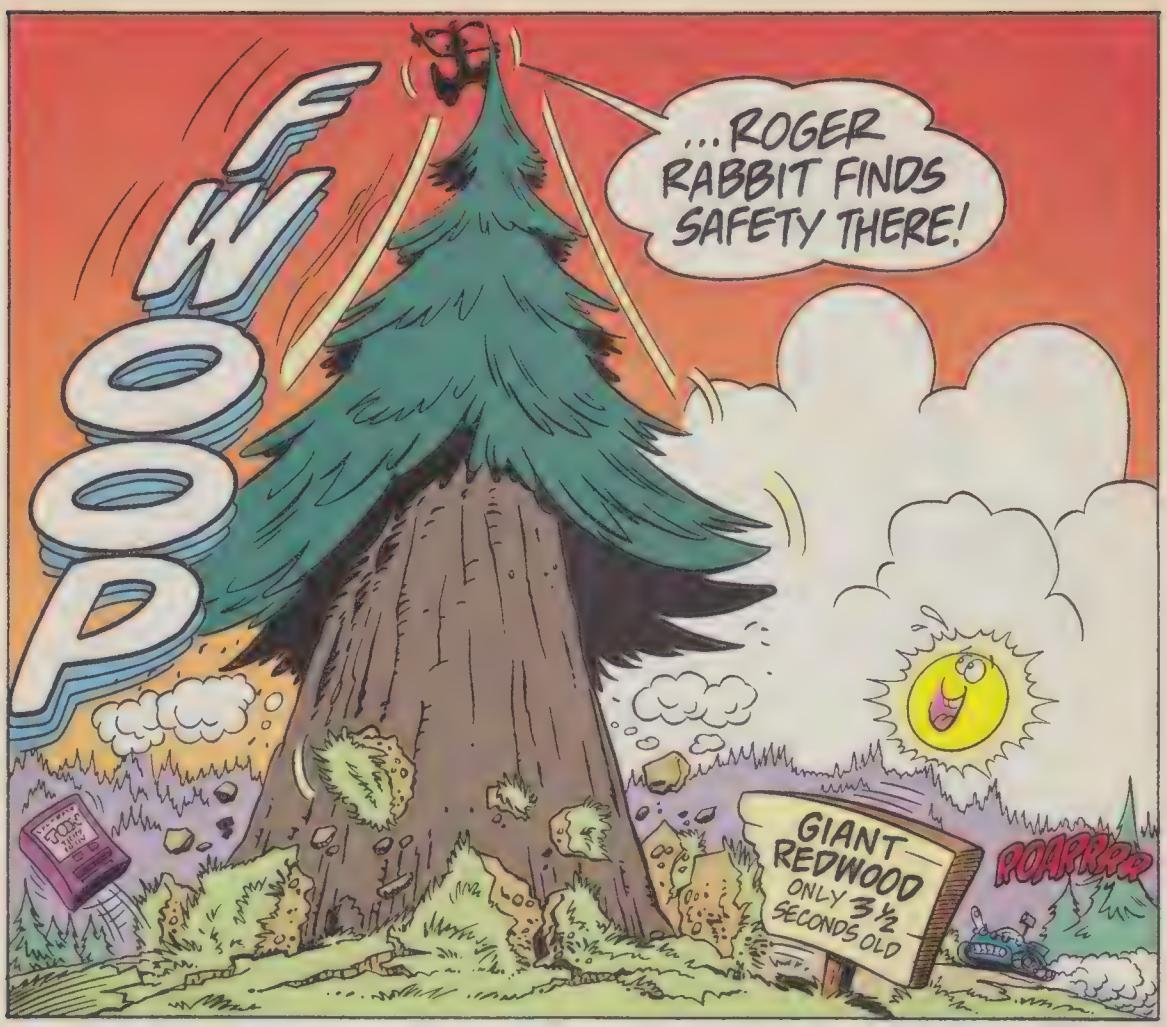

GOOD THING JESSICA MAKES SURE I ALWAYS HAVE A NICKEL ON ME IN CASE I NEED TO PLACE A PHONE CALL!
DEPOSIT 5¢
TOON TREES GUARANTEED TO GROW IN FIVE FRAMES
PULL

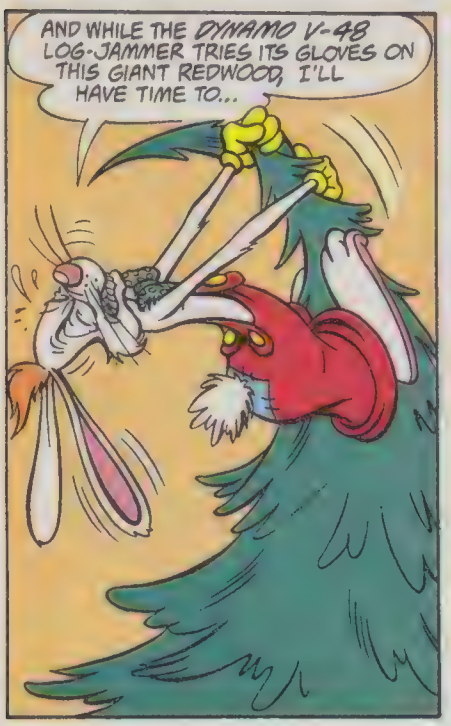

JUST IN TIME!
ONE BRAVE RABBIT PITS HIS WITS AGAINST THE TURBINES OF MECHANICAL UNWIELDYNESS!
WHRRRR GRIND
RIP
LET THE SHOWDOWN BEGIN!


I THROW A SEED UP IN THE AIR...

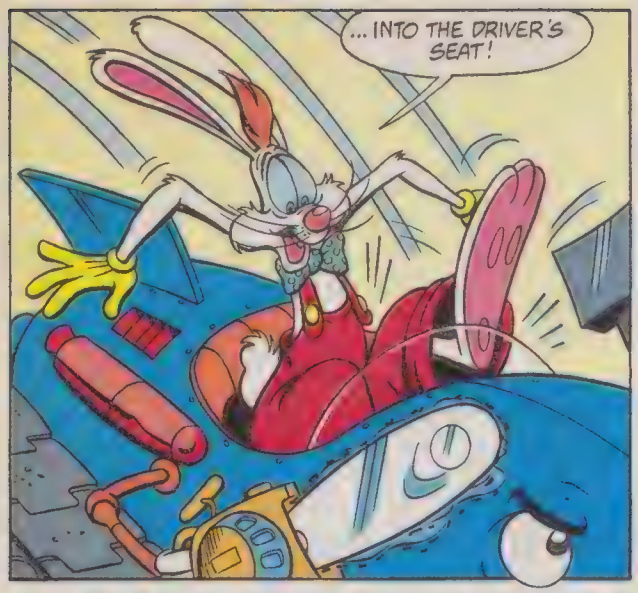

...AND WHERE IT LANDS...
PLIP
PLIP

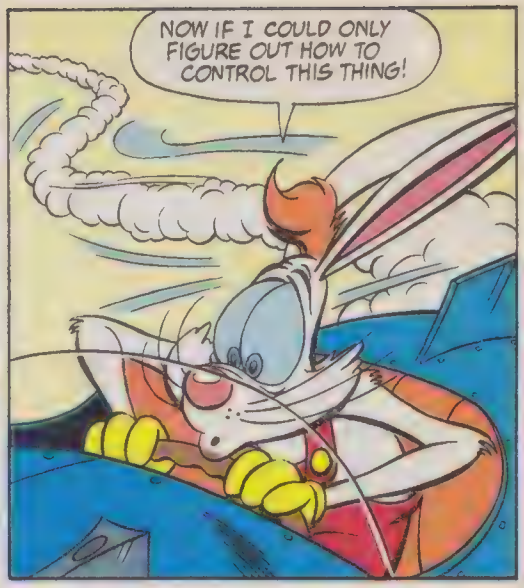
RUMBLE!


FWOOP
...ROGER RABBIT FINDS SAFETY THERE!
GIANT REDWOOD ONLY 3½ SECONDS OLD
POARRRR

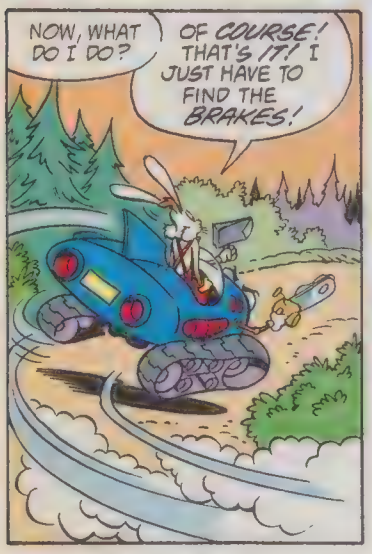

AND WHILE THE DYNAMO V-48 LOG-JAMMER TRIES ITS GLOVES ON THIS GIANT REDWOOD, I'LL HAVE TIME TO...

...TAKE A FLYING LEAP...
SPROING!

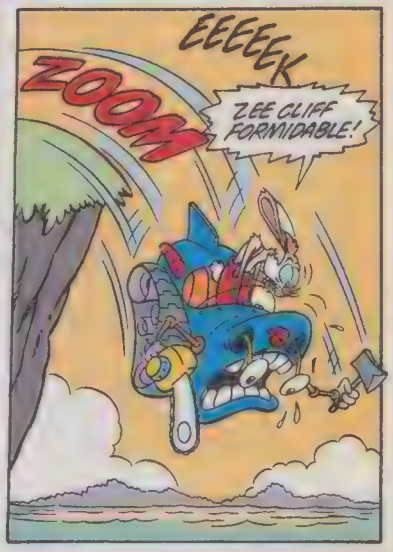

... INTO THE DRIVER'S SEAT!

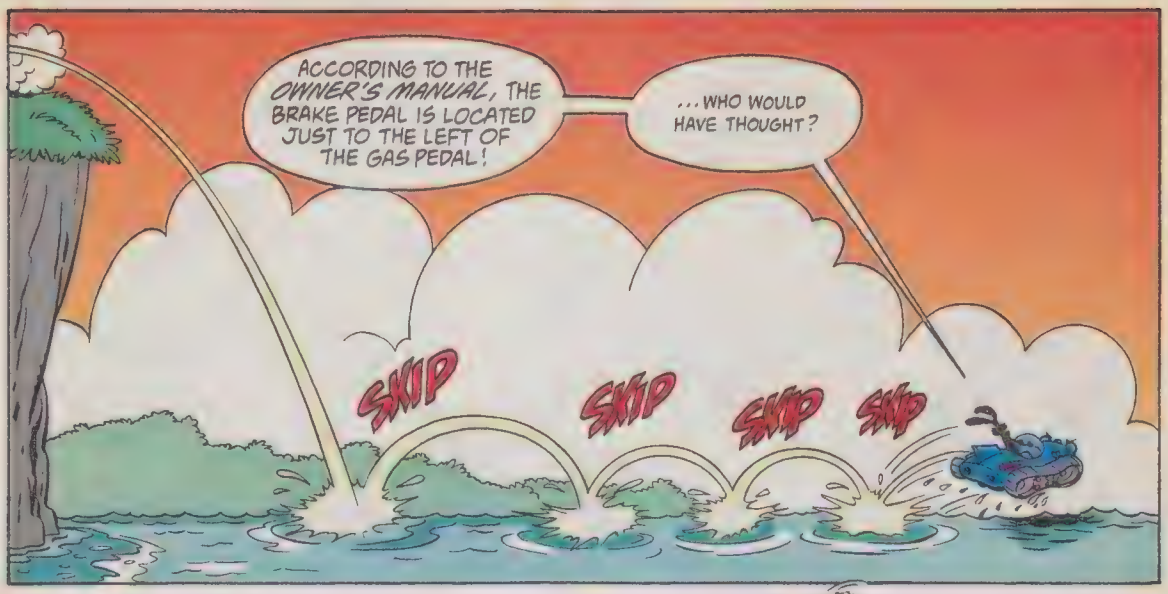

NOW IF I COULD ONLY FIGURE OUT HOW TO CONTROL THIS THING!

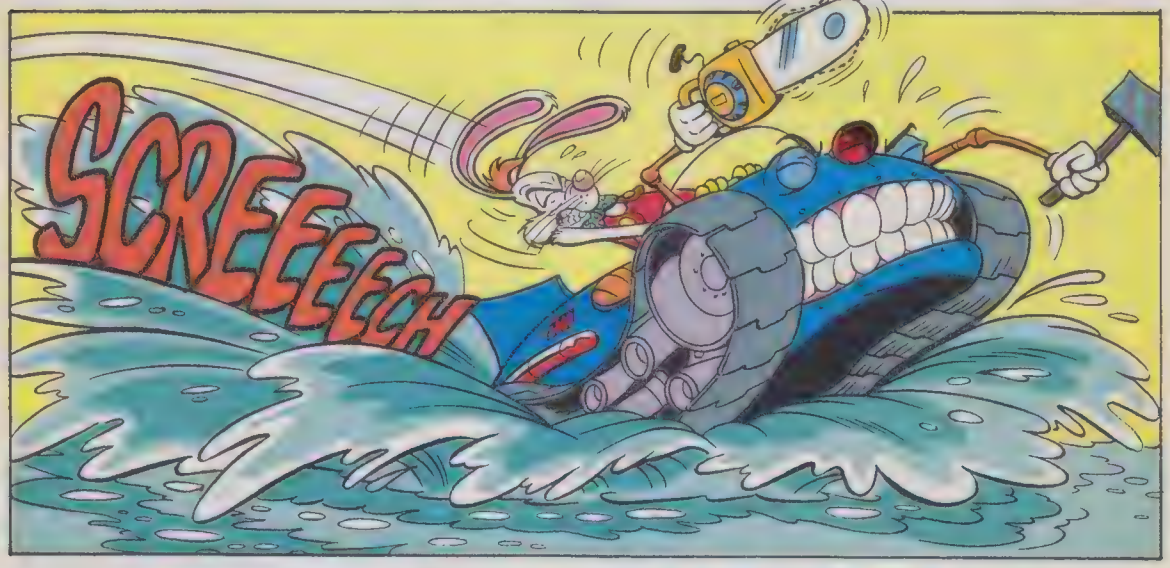
YIIIIIIEEEE
CHOP CHOP CHOP
RUARRRRP
ALL ZE TREES, THEY HAVE BEEN CHOPPED! NOW I AM HAPPY!
MERCI! MERCI!

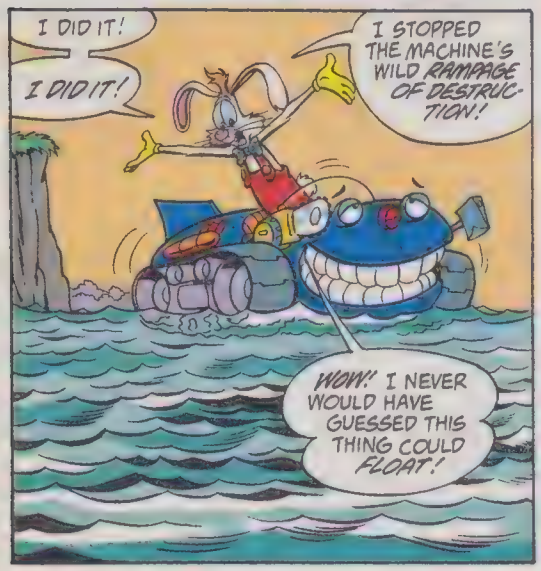

NOW, WHAT DO I DO?
OF COURSE! THAT'S IT! I JUST HAVE TO FIND THE BRAKES!

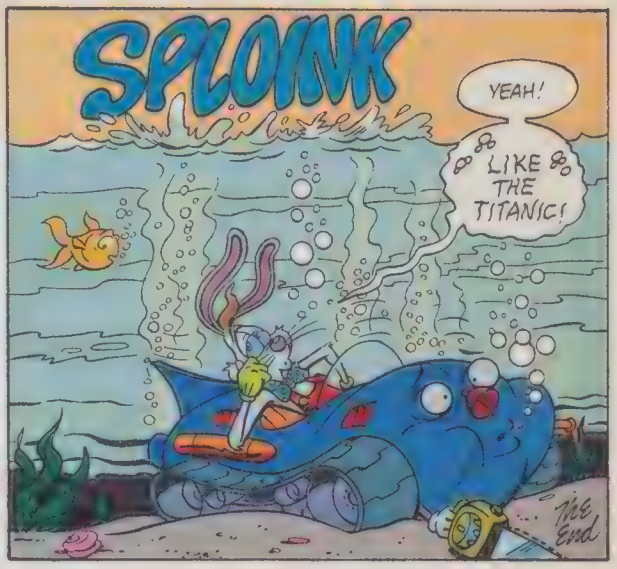
I'M ALL RIGHT NOW!
CAUTION
2000 FT DROP
DEAD AHEAD


EEEEEEK
ZOOM
ZEE CLIFF FORMIDABLE!


ACCORDING TO THE OWNER'S MANUAL, THE BRAKE PEDAL IS LOCATED JUST TO THE LEFT OF THE GAS PEDAL!
...WHO WOULD HAVE THOUGHT?
SKID
SKID
SKID
SKID


SCREEEECH


I DID IT!
I DID IT!
I STOPPED THE MACHINE'S WILD RAMPAGE OF DESTRUCTION!
WOW! I NEVER WOULD HAVE GUESSED THIS THING COULD FLOAT!


SPLOINK
YEAH!
LIKE THE TITANIC!
The End

FREE! Hot Gear For Hot Doggin'... With Ball Park!

Skate Away With FREE Neon Sunglasses, Cap And Belt Bag.

Now you can enjoy the great taste of Ball Park and get kowabunga-blue sunglasses, a neon cap in primo-pink or a gonzo-green belt bag... FREE!

It's easy. Just send in UPC symbols from any Ball Park product—2 for the sunglasses, 4 for the cap, 6 to get the belt bag or 12 for all three. And you're all set for hot doggin'!

For hot doggin' on the grill, try Ball Park Lite Franks. You'll get the same great, "plump when you cook 'em" taste as regular Ball Park Franks—and less fat.

So sample Ball Park Lites—or any other Ball Park product—and light up with free neon gear!

ball park ...plump when you cook 'em!

OFFICIAL ORDER FORM

OFFER EXPIRES 10/31/91

Awesome! Send me my free Ball Park sunglasses, cap or belt bag right away!

_____ I've enclosed 2 UPC symbols from any Ball Park product and 50¢ postage and handling for each free pair of kowabunga-blue sunglasses.

_____ I've enclosed 4 UPC symbols from any Ball Park product and 50¢ postage and handling for each free primo-pink cap. **(Available in kids' sizes only.)**

_____ I've enclosed 6 UPC symbols from any Ball Park product and 50¢ postage and handling for each free gonzo-green belt bag.

_____ I've enclosed 12 UPC symbols from any Ball Park product and $1.50 postage and handling for my free cap, sunglasses and belt bag.

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

PHONE _____

Make check payable and mail to:
"Ball Park Franks Neon Gear" P.O. Box 8026, Young America, MN 55551-8026

Offer void where prohibited or otherwise restricted. Offer good only in U.S.A. Not responsible for late, lost or misdirected mail. Photocopies of entry forms are acceptable. Please allow 8-12 weeks for delivery. Offer expires 10/31/91, or while supplies last. ©Hygrade Food Products Corp. Detroit, MI 48219

Jessica Rabbit in TEEVEE JEEBIES

THIS MUST BE THE PLACE... UNFORTUNATELY!

NOK NOK

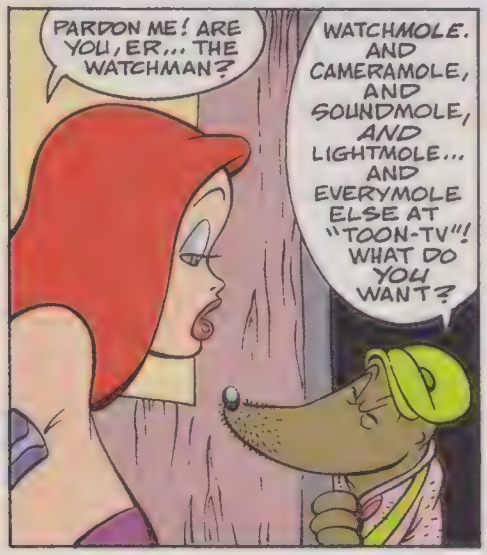
THIS TOON-TV CONDEMNED

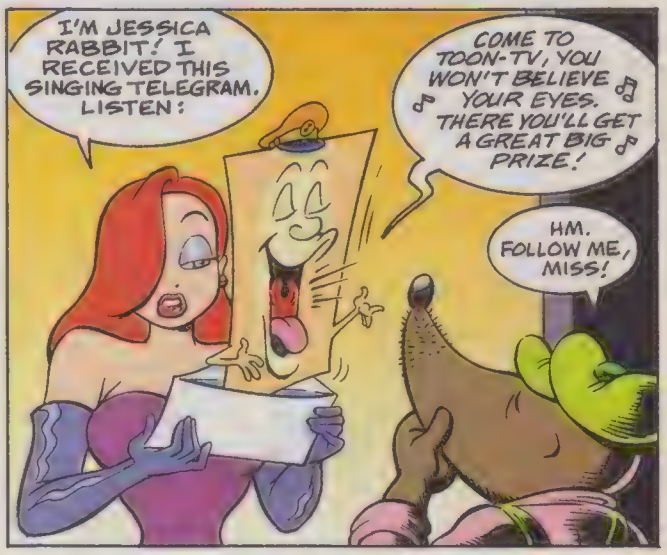
COMING. COMING!

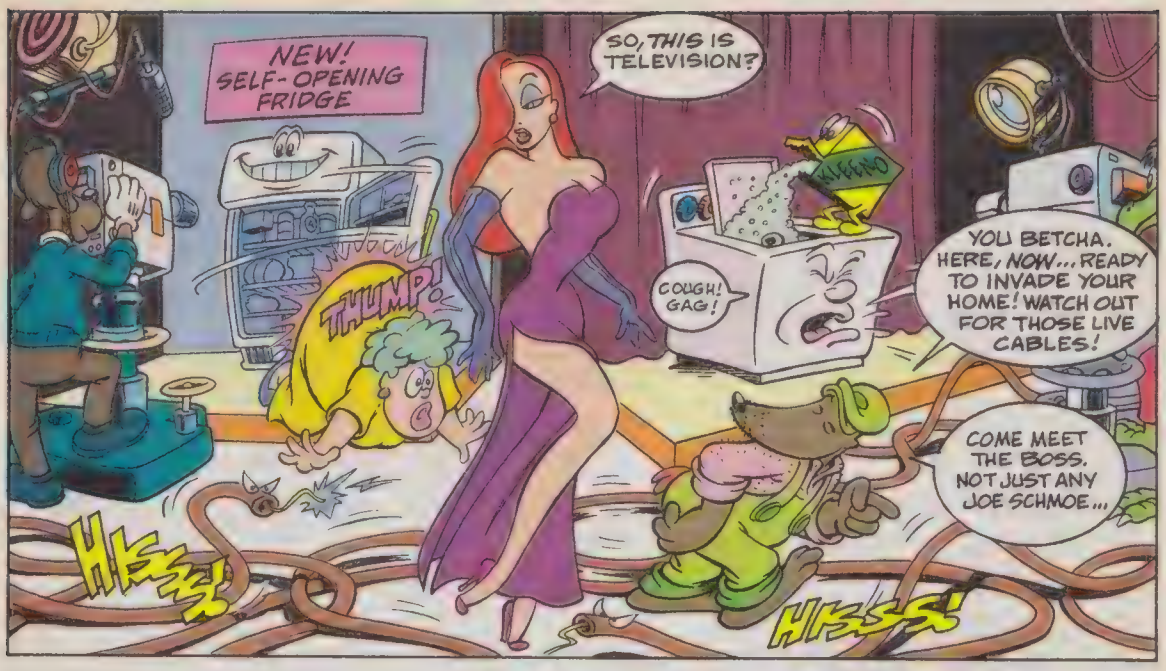
HISS HISS

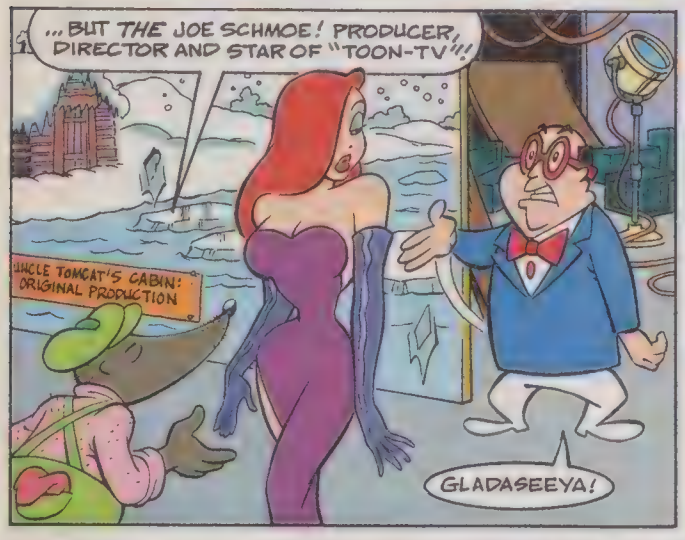
DOWN. DOWN, I SAY!

KJJ-019-1

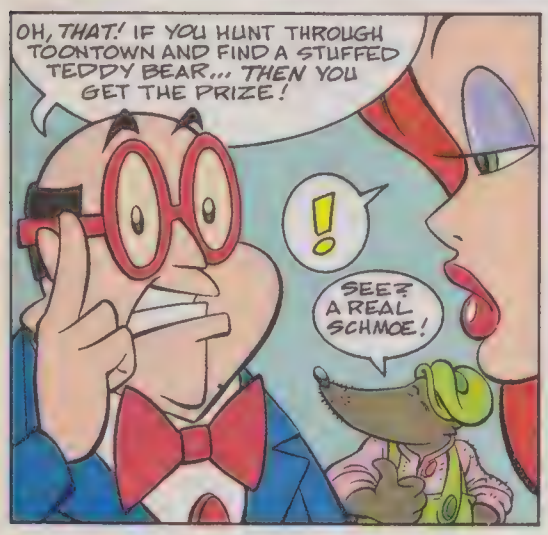


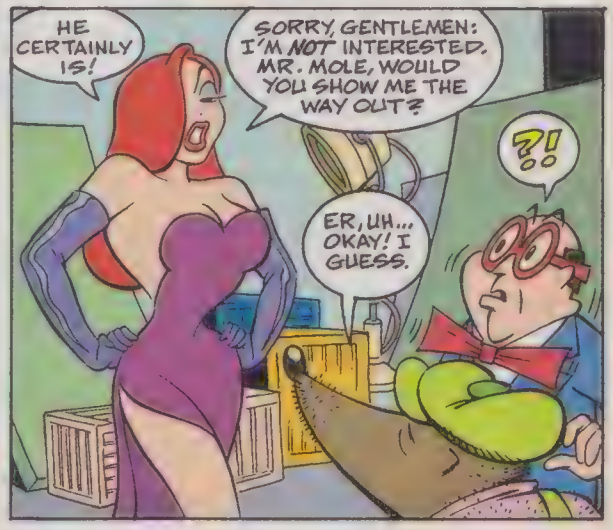


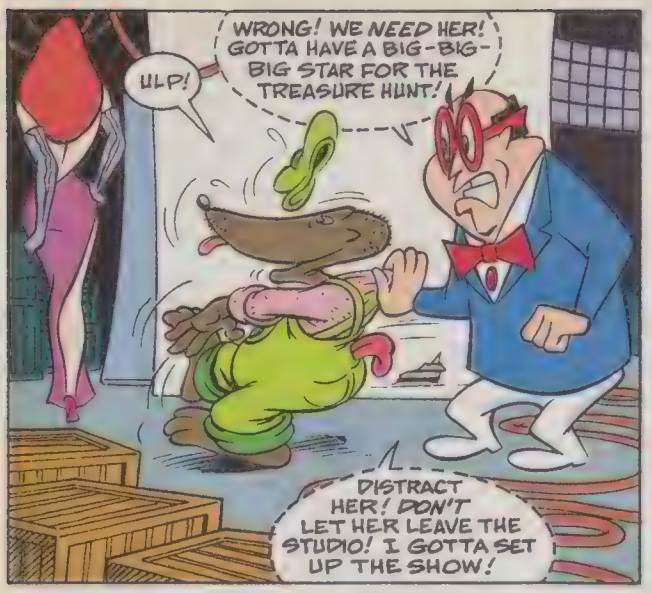

NEW! SELF-OPENING FRIDGE
SO, THIS IS TELEVISION?
THUMP!
COUGH! GAG!
YOU BETCHA. HERE, NOW... READY TO INVADE YOUR HOME! WATCH OUT FOR THOSE LIVE CABLES!
COME MEET THE BOSS. NOT JUST ANY JOE SCHMOE...
HISSS!
HISSS!


...BUT THE JOE SCHMOE! PRODUCER, DIRECTOR AND STAR OF "TOON-TV"!!
UNCLE TOMCAT'S CABIN: ORIGINAL PRODUCTION
GLADASEEYA!

JESSICA, SWEETHEART! BABY! JUST THRILLED TO HAVE YOU AS MY FIRST CONTESTANT ON "TOON-TOWN TREASURE HUNT!! PREMIERING LIVE, TODAY!
T-T-TREASURE HUNT? B-B-BUT THE GREAT BIG P-P-PRIZE...?


OH, THAT! IF YOU HUNT THROUGH TOONTOWN AND FIND A STUFFED TEDDY BEAR... THEN YOU GET THE PRIZE!
!
SEE? A REAL SCHMOE!


HE CERTAINLY IS!
SORRY, GENTLEMEN: I'M NOT INTERESTED. MR. MOLE, WOULD YOU SHOW ME THE WAY OUT?
?!
ER, UH... OKAY! I GUESS.



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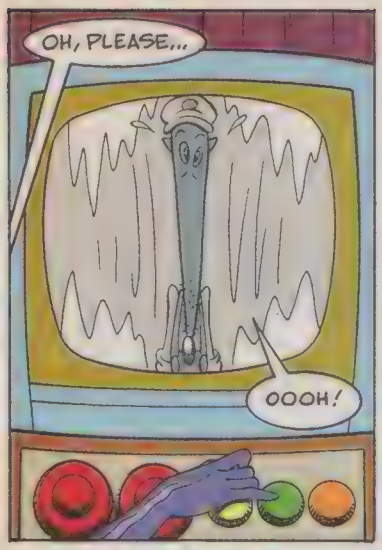
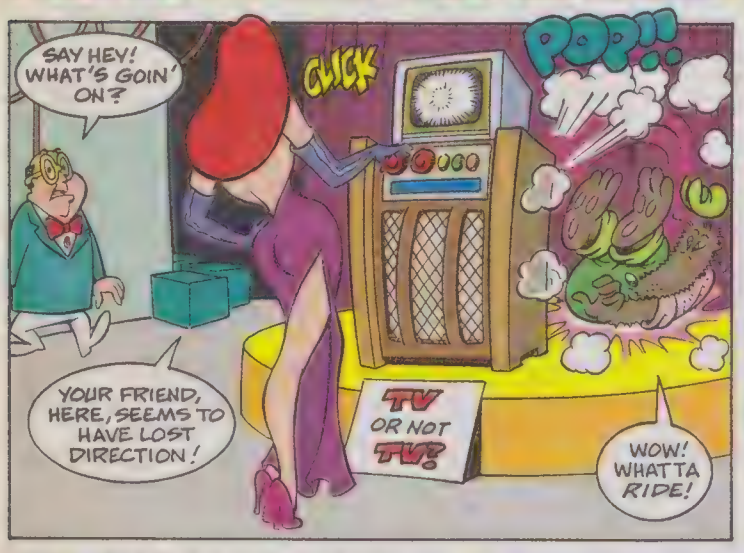
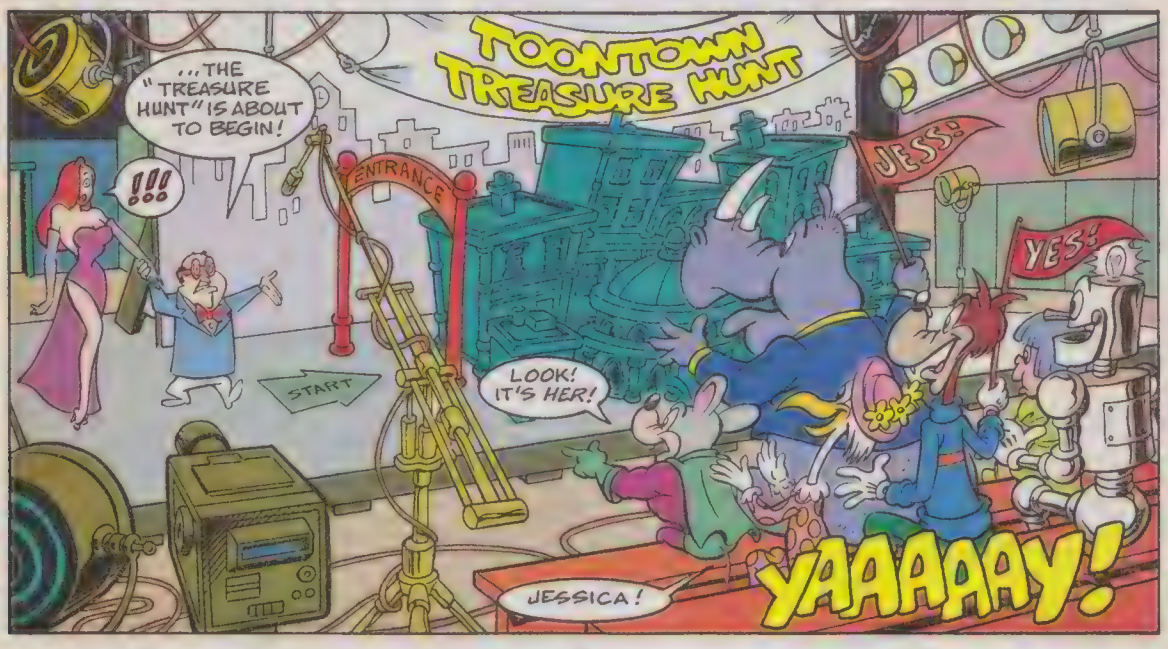

OH, PLEASE...
OOOH!

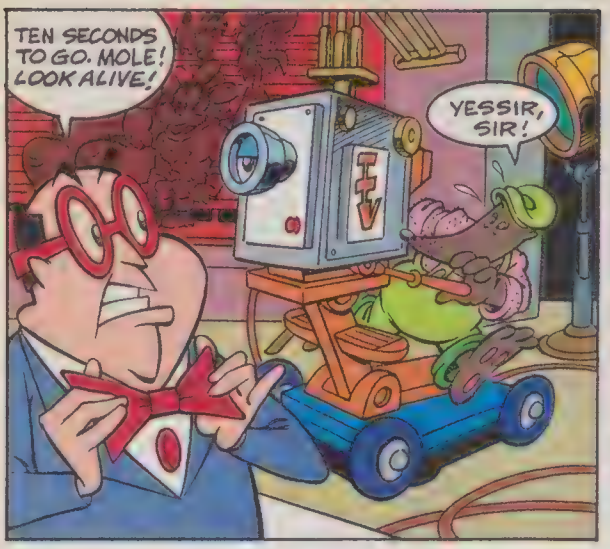
...CAN'T I CONVINCE YOU TO SHOW ME OUT?
AAAH!

I FEEL SO JUMPY!
M-MISTER SCHMOOOE!!


SAY HEY! WHAT'S GOIN' ON?
CLICK
POP!!
YOUR FRIEND, HERE, SEEMS TO HAVE LOST DIRECTION!
TV OR NOT TV?
WOW! WHATTA RIDE!

CAN WE DO IT AG'IN? HUH? HUH?
THAT'S WHAT TOO MUCH TV'LL DO TO YA. HAHA!
HAMPAT, PRINCE OF DENMARK - YE ROADSHOW EDITION
RIGHT THIS WAY, HONEYBUNCH. SHAKE A PRETTY LEG...

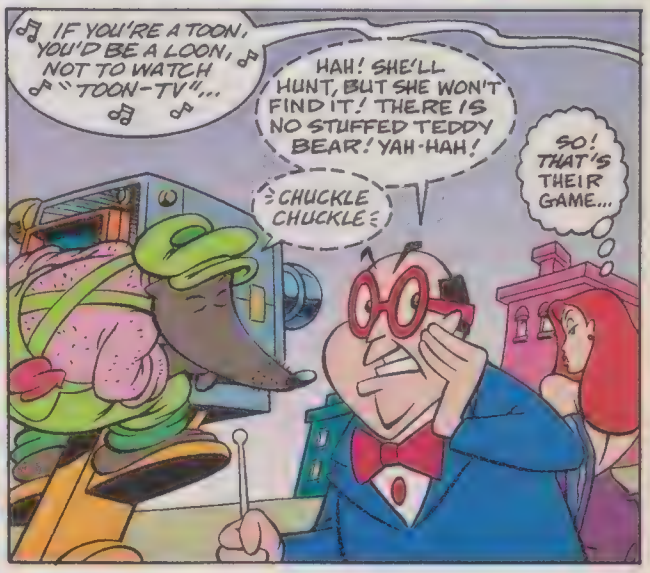

TOONTOWN TREASURE HUNT
...THE "TREASURE HUNT" IS ABOUT TO BEGIN!
!!!
ENTRANCE
START
LOOK! IT'S HER!
JESS!
YES!
JESSICA!
YAAAAAY!

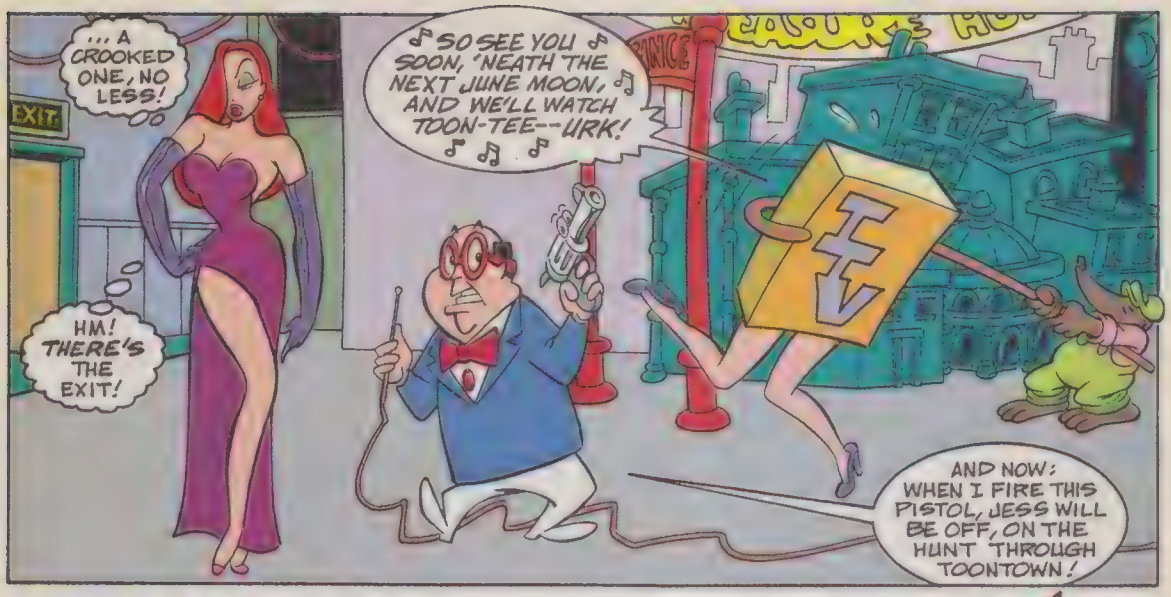

TEN SECONDS TO GO. MOLE! LOOK ALIVE!
YESSIR, SIR!
TV

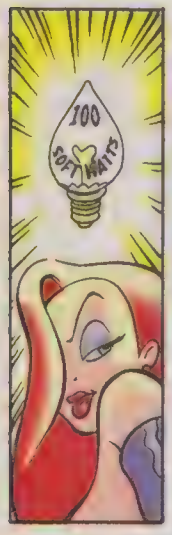
WE'RE ON THE AIR!
WELCOME, EVERYBODY, TO THE "TOONTOWN TREASURE HUNT"... WITH OUR EXTRA-SPECIAL GUEST STAR, JESSICA RABBIT! GLADASEEYA!
APPLAUSE
CLAPPITY CLAPPITY CLAP!

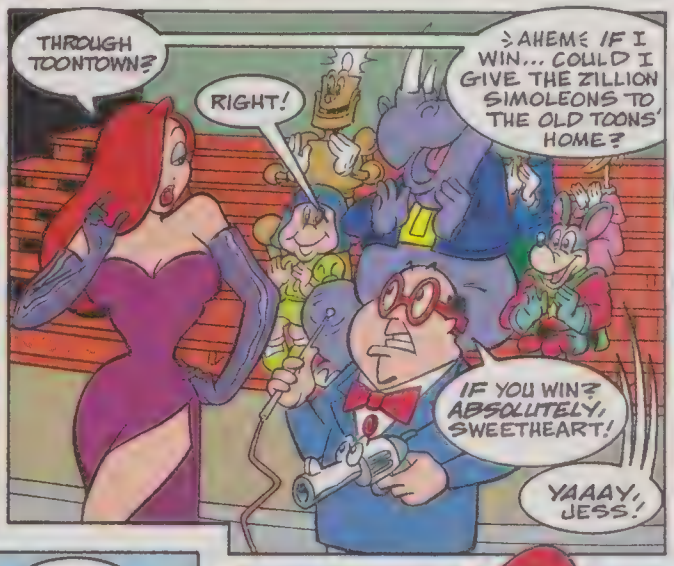
HMMMPH! I'LL STAY, FOR THE FANS... BUT ONLY TILL THE FIRST COMMERCIAL!
AND NOW, THE RULES:
ENTRANCE
START
SOMEWHERE HERE IN "TOONTOWN" IS HIDDEN A STUFFED TEDDY BEAR! IF OUR LOVELY CONTESTANT CAN FIND IT IN THE TIME ALOTTED...
TV

...SHE WINS THE GREAT BIG PRIZE! A ZILLION SIMOLEONS!
OOOH! AAAAH!
MMM-YEAH! JESS WILL START THE HUNT... RIGHT AFTER THIS STATION IDENTIFICATION!

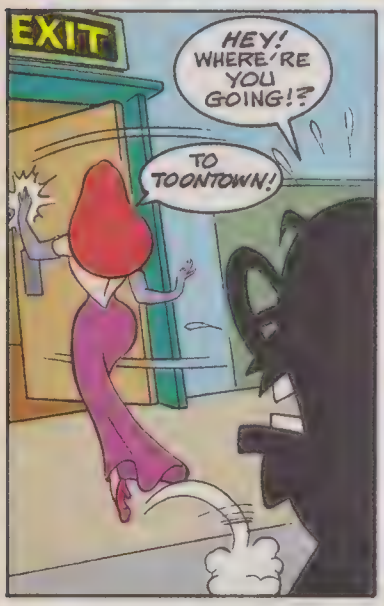

♫ IF YOU'RE A TOON, YOU'D BE A LOON, NOT TO WATCH ♪ "TOON-TV"... ♫
HAH! SHE'LL HUNT, BUT SHE WON'T FIND IT! THERE IS NO STUFFED TEDDY BEAR! YAH-HAH!
CHUCKLE CHUCKLE
SO! THAT'S THEIR GAME...

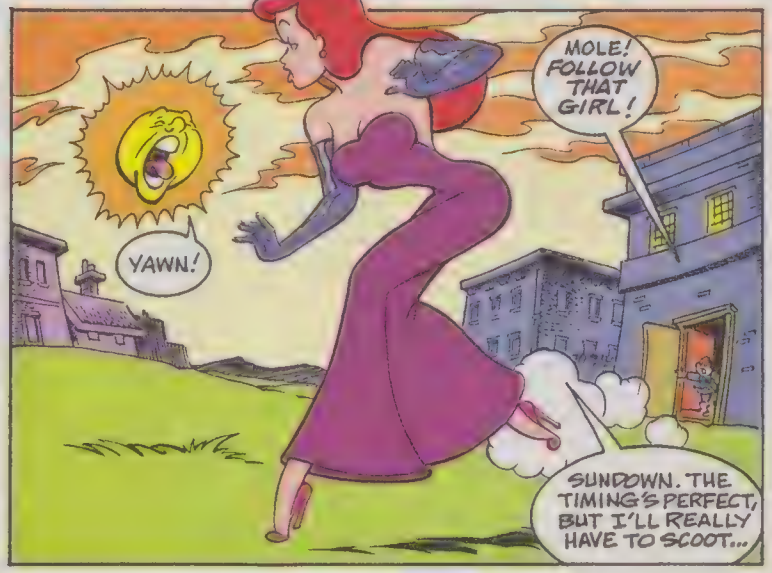

... A CROOKED ONE, NO LESS!
EXIT
HM! THERE'S THE EXIT!
♪ SO SEE YOU SOON, 'NEATH THE NEXT JUNE MOON, AND WE'LL WATCH TOON-TEE--URK! ♪
AND NOW: WHEN I FIRE THIS PISTOL, JESS WILL BE OFF, ON THE HUNT THROUGH TOONTOWN!


100 SOFT WATTS


THROUGH TOONTOWN?
RIGHT!
AHEM! IF I WIN... COULD I GIVE THE ZILLION SIMOLEONS TO THE OLD TOONS' HOME?
IF YOU WIN? ABSOLUTELY, SWEETHEART!
YAAAY, JESS!

KAPOW!
AND AWAAAY SHE GOES!


EXIT
HEY! WHERE'RE YOU GOING!?
TO TOONTOWN!


YAWN!
MOLE! FOLLOW THAT GIRL!
SUNDOWN. THE TIMING'S PERFECT, BUT I'LL REALLY HAVE TO SCOOT...

DON'T MISS A TRICK!

Now add our NEWEST title to your collection - delivered right to your home in a special protective wrapping - postage paid!

By day, Drake Mallard seems to be just another frazzled but affectionate father facing the perils of parenthood in suburbia. But Mallard's ruffled feathers mask his secret identity as **Darkwing Duck,** the self-styled ***terror that flaps in the night,*** who battles criminals of all shapes and sizes using all the latest gadgets and nifty doodads.

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(COPIES ARE OKAY)
AND WE'LL DO THE REST!

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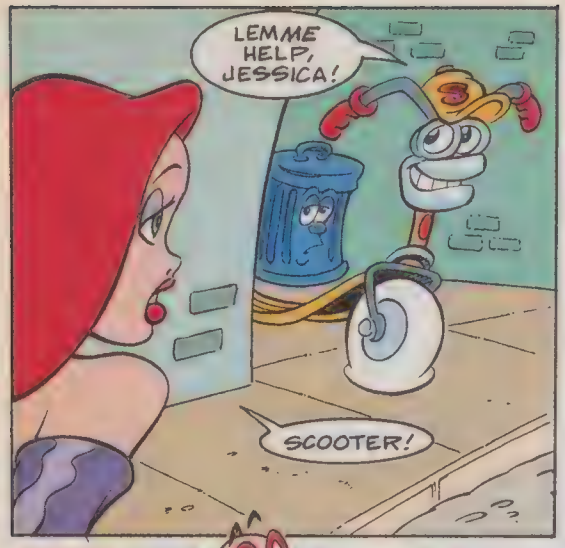
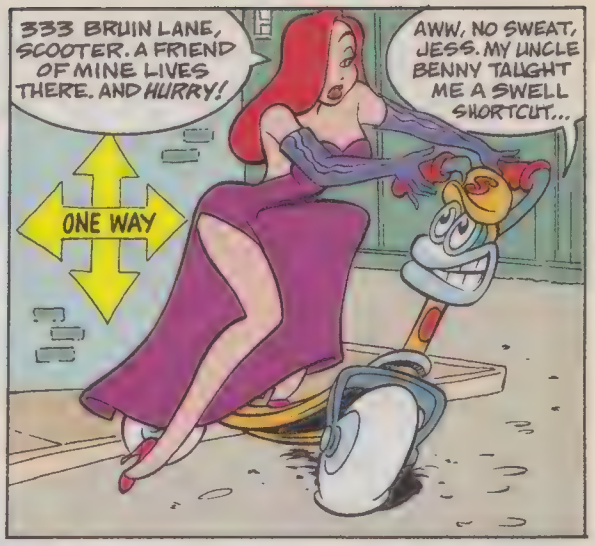
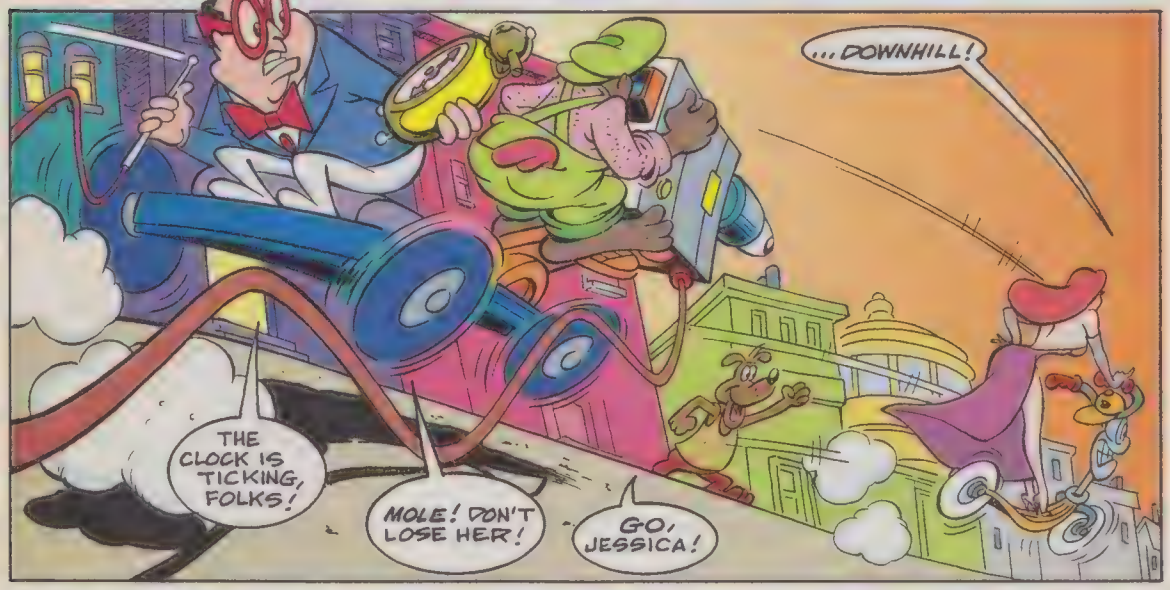
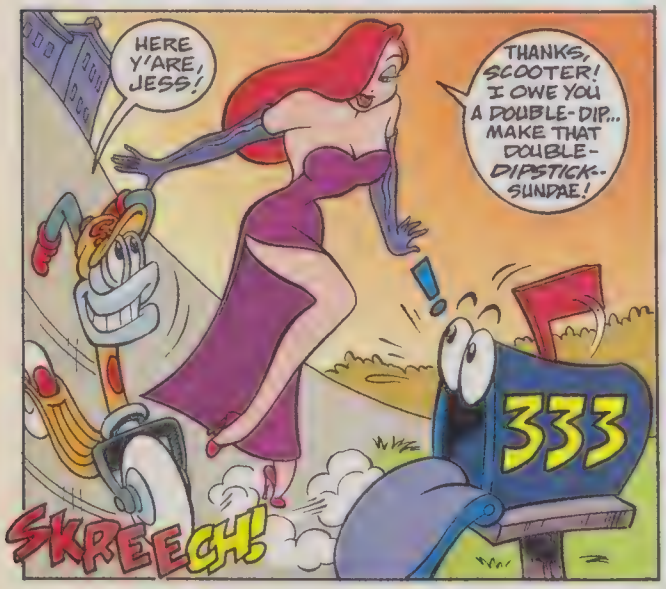
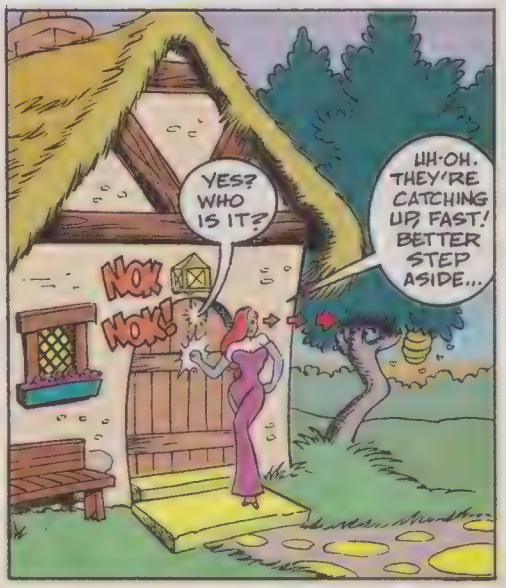
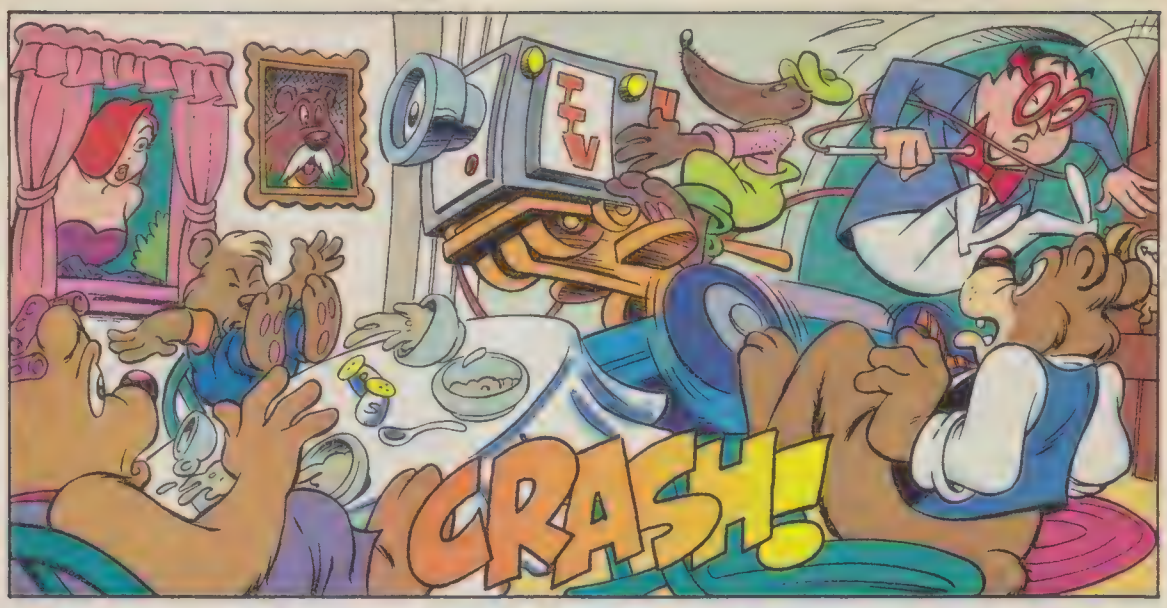

LEMME HELP, JESSICA!
SCOOTER!

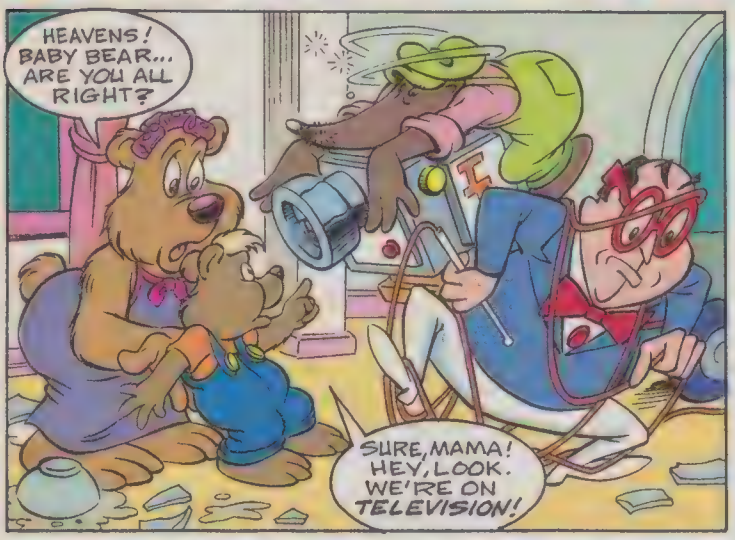

333 BRUIN LANE, SCOOTER. A FRIEND OF MINE LIVES THERE. AND HURRY!
ONE WAY
AWW, NO SWEAT, JESS. MY UNCLE BENNY TAUGHT ME A SWELL SHORTCUT...


...DOWNHILL!
THE CLOCK IS TICKING, FOLKS!
MOLE! DON'T LOSE HER!
GO, JESSICA!

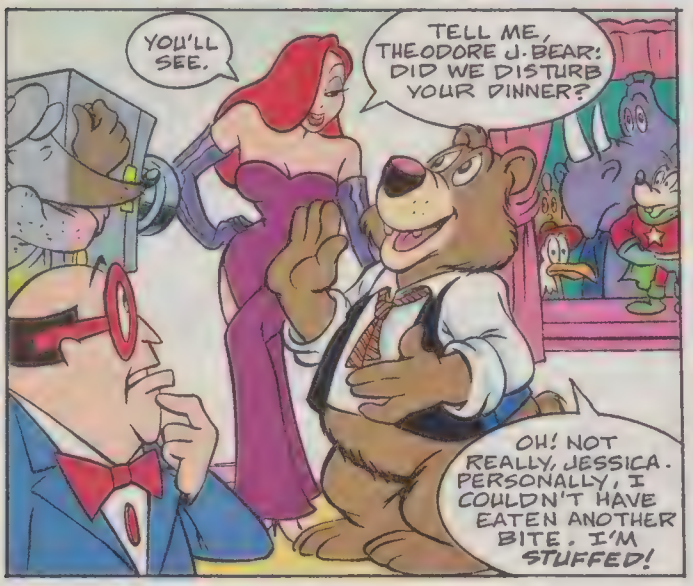

HERE Y'ARE, JESS!
THANKS, SCOOTER! I OWE YOU A DOUBLE-DIP... MAKE THAT DOUBLE-DIPSTICK-SUNDAE!
333
SKREECH!

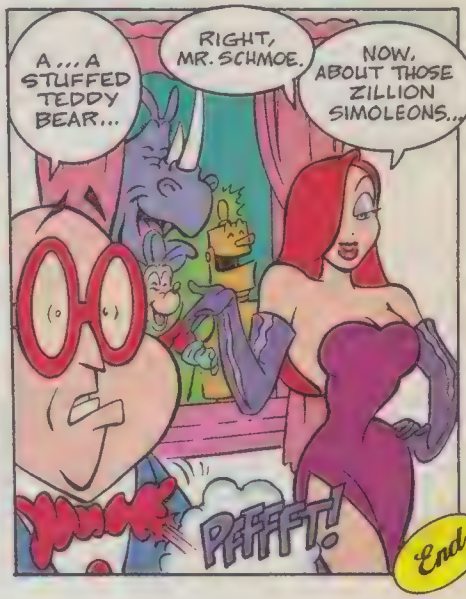

YES? WHO IS IT?
NOK
NOK!
UH-OH. THEY'RE CATCHING UP, FAST! BETTER STEP ASIDE...


CRASH!

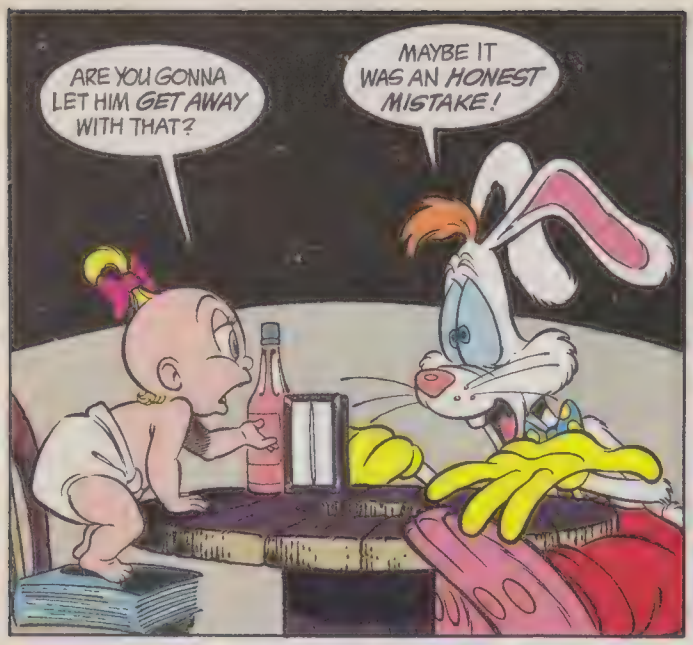

HEAVENS! BABY BEAR... ARE YOU ALL RIGHT?
SURE, MAMA! HEY, LOOK. WE'RE ON TELEVISION!

TELEVISION? HMM! I GOTTA GET ONE OF THOSE. WE BEARS ARE TIRED OF WATCHING THE RADIO!
SAAAY! WHAT'S THIS ABOUT, ANYWAY?

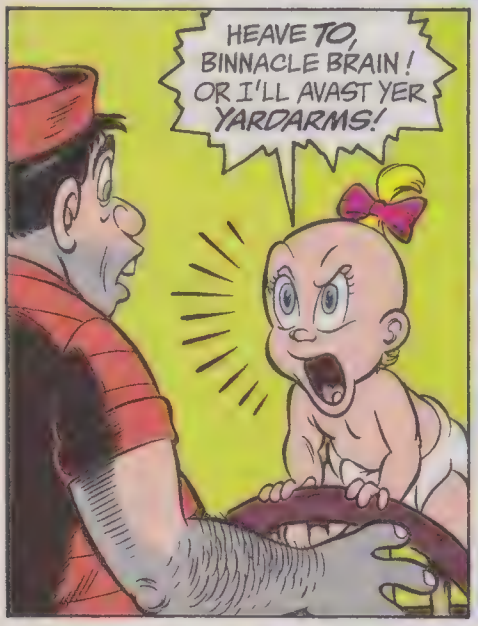

YOU'LL SEE.
TELL ME, THEODORE J. BEAR! DID WE DISTURB YOUR DINNER?
OH! NOT REALLY, JESSICA. PERSONALLY, I COULDN'T HAVE EATEN ANOTHER BITE. I'M STUFFED!


A... A STUFFED TEDDY BEAR...
RIGHT, MR. SCHMOE.
NOW, ABOUT THOSE ZILLION SIMOLEONS...
PFFFT!
End

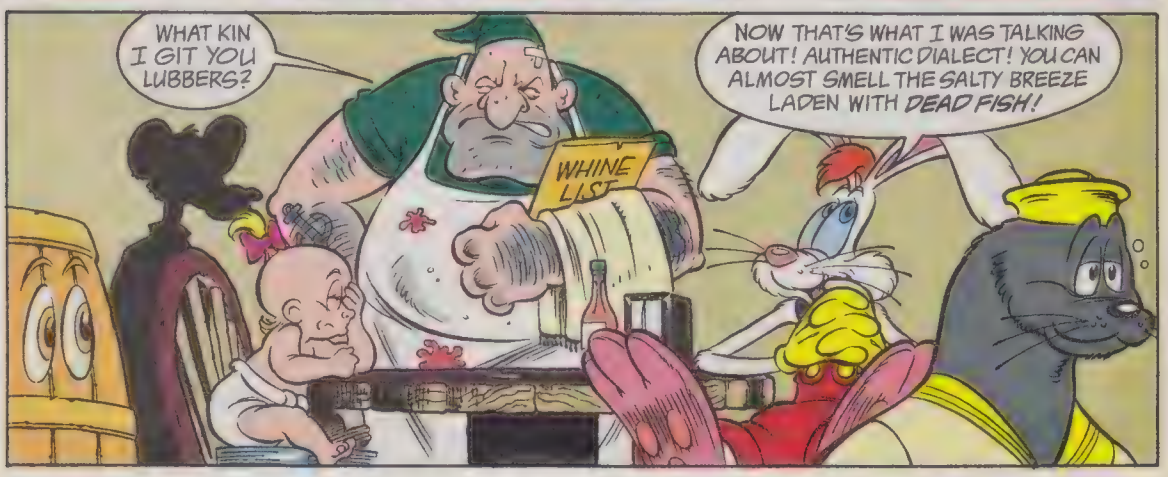
ROGER RABBIT & BABY HERMAN in "TAKIN' A DIVE!"
NEXT TIME WE GO TO LUNCH, I PICK THE PLACE.
THIS JOINT REEKS OF BILGEWATER!
RELAX! I THOUGHT IT MIGHT BE A GOOD IDEA TO DO SOME RESEARCH FOR OUR NEXT PICTURE, "BARBARY COAST BUNNY."
WELL... ALL RIGHT. THAT MAKES IT A BUSINESS LUNCH. AT LEAST WE CAN DEDUCT IT!
SURE!
KJJ-004-1
HEY, MATES! LOOKIT! BIG, FANCY MOVIE STARS!
IT'S DA BABY AN' HIS FLOP-EARED NANNY!
PARDON ME, MA'AM, BUT YER SITTIN' ON YER POWDER PUFF!

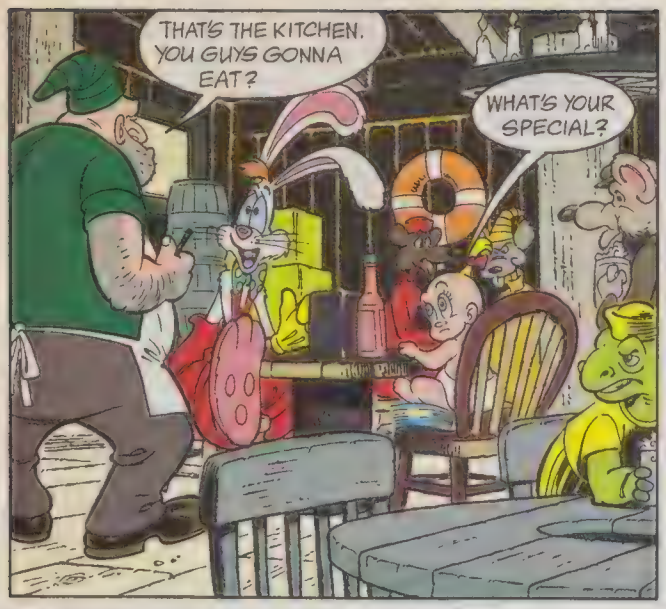

ARE YOU GONNA LET HIM GET AWAY WITH THAT?
MAYBE IT WAS AN HONEST MISTAKE!

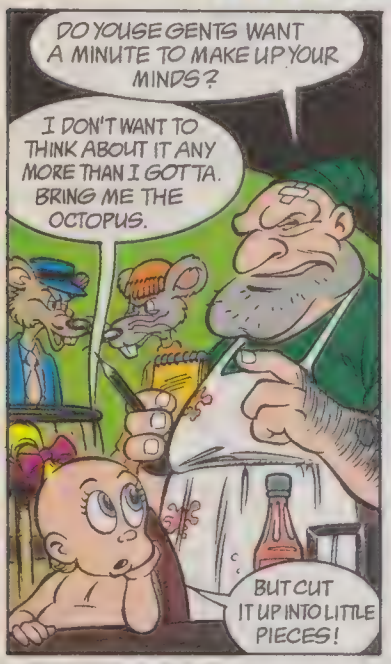
AIN'T YOU A LITTLE YOUNG T'BE OUT, SONNY? HEH, HEH.

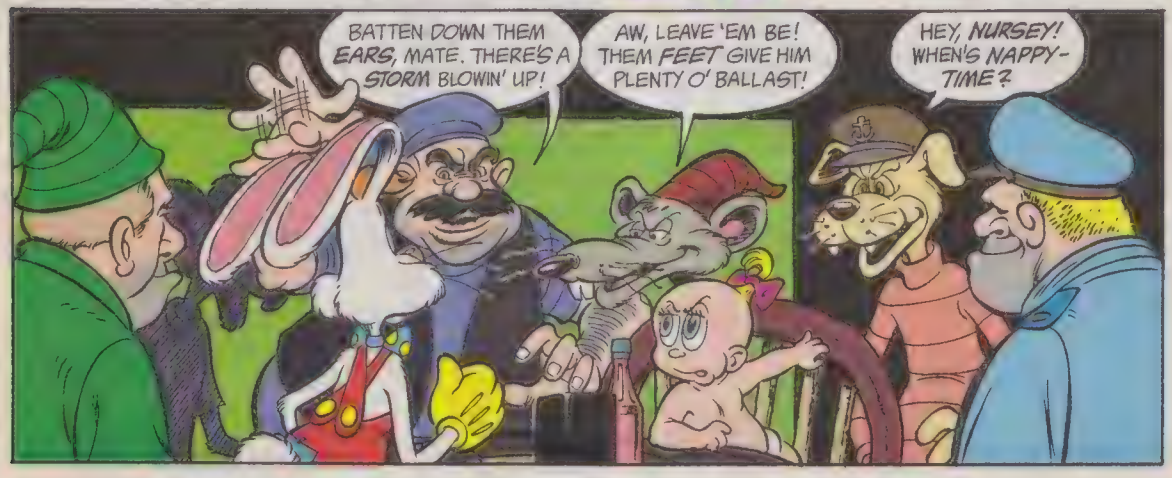

HEAVE TO, BINNACLE BRAIN! OR I'LL AVAST YER YARDARMS!

WHAT DID YOU SAY TO HIM?
SEARCH ME. I GOT IT FROM ERROL FLYNN.


WHAT KIN I GIT YOU LUBBERS?
WHINE LIST
NOW THAT'S WHAT I WAS TALKING ABOUT! AUTHENTIC DIALECT! YOU CAN ALMOST SMELL THE SALTY BREEZE LADEN WITH DEAD FISH!







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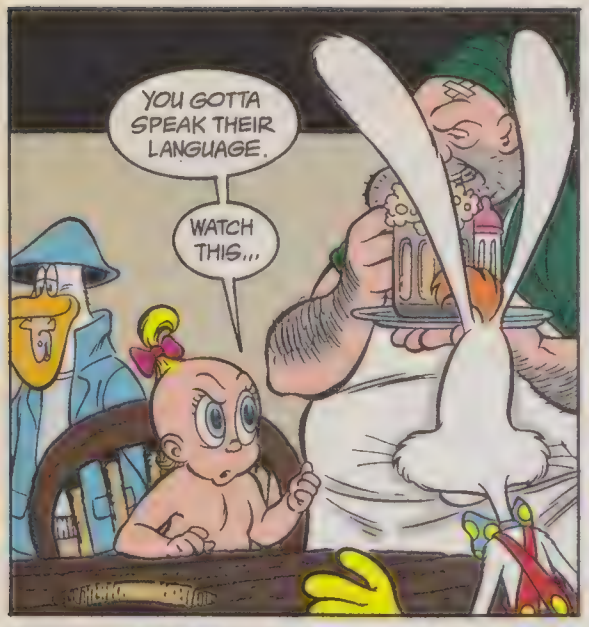
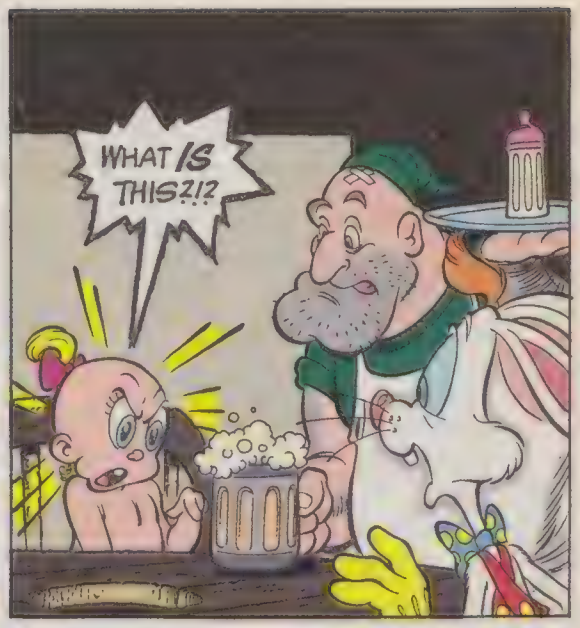
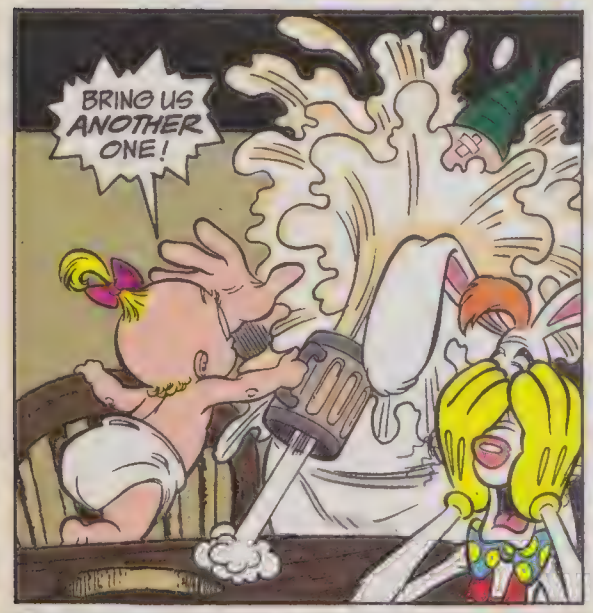
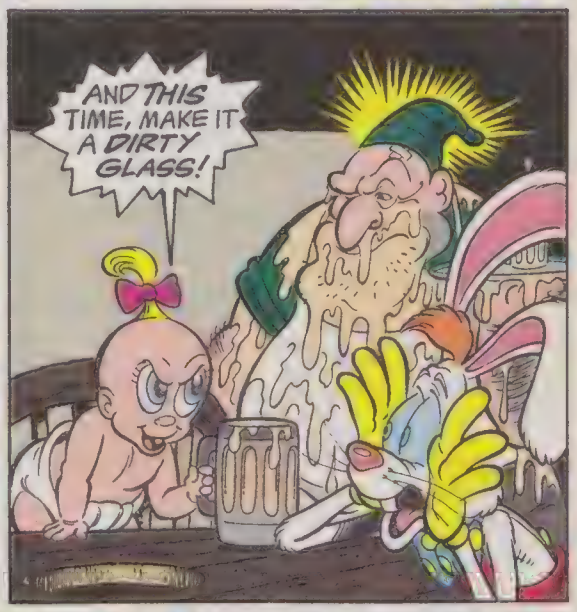
YOU GENTLEMEN HAVE THE WRONG--
:ULP!:
WATCH WHO YE CALL "GENNELMEN," MATEY. YOU'LL GET SCUPPERED AFORE YE KIN SAY, "DAVEY JONES"!
I LOVE IT WHEN YOU TALK LIKE THAT!
GRRRRRR!
BWANG!
I WAS JUST TRYING TO BE FRIENDLY!
THAT'S A SERIOUS BREACH OF ETIQUETTE IN A DIVE LIKE THIS.
SNAP!
WUBBA WUBBA WUBBA


YOU GOTTA SPEAK THEIR LANGUAGE.
WATCH THIS...


WHAT IS THIS?!?


BRING US ANOTHER ONE!


AND THIS TIME, MAKE IT A DIRTY GLASS!

I GET IT! THEY LIKE TO BE INSULTED!
WELL, SORT OF. BUT DON'T GET TOO--
OLIVE'S ROOT BEER

RARE CARL BARKS COMICS FOR SALE!

The following rare **Carl Barks** reprints of the old duck man's famous **Donald Duck** and **Uncle Scrooge** stories have been unearthed in a cache of an average of 50 to 75 copies each, **all uncirculated, unread** and originally published by Gold Key and Whitman between 1975 and 1982, prior to the Gladstone series. These were printed in much smaller quantities than earlier numbers (that also sell for much more) and are, therefore, more difficult to find on the collector's market today.

Prompt orders will be filled easily and in their entirety while supplies last; but alternate selections are encouraged and will be selected only if first choices are out of stock. Condition cannot be quaranteed mint (though most are), and therefore **all sales are final**. Immediate refunds will be made when all copies of a particular issue are sold out, provided that payment is made by money order or cashiers check. Personal checks are accepted, but will delay the shipment of the comics. Please do not send cash. Credit card orders are accepted over $100.00.

No minimum is required, but a $5.00 shipping, insurance and cardboard packaging fee must be added to all orders regardless of the quantity of comics ordered. Orders from outside the United States should enclose $10.00 for surface shipping. Please do not call our offices, as our secretaries will not be able to answer specific questions about condition, quantities or contents. Written inquiries will be answered as time and/or availability permit.

The number immediately following the title is the issue number. The number (or numbers) in parenthesis indicates the issue where the reprint originally appeared (the indicated first printings usually sell for two or three times or as much as 15 times the cost of these usually **much rarer** reprints!).

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US 148 "Riches, Riches, Everywhere!" (**US** 11) The Ducks prospect in Australia . . . 10.00
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WDC&S 429 "A Stone's Throw From Ghost Town" (**WDC&S** 271) Don is swindled by the unscrupulous Mr. Swinely . . . 8.00
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WDC&S 455 "Rocks to Riches" (**WDC&S** 241) Scrooge and the ducks search for desert gemstones . . . 10.00
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WDC&S 457 "The Madcap Mariner" (**WDC&S** 247) Donald pilots Scrooge's cod-fishing schooner, determined to win the gold Fishermen's Cup . . . 10.00
WDC&S 458 "The Candy Kid" (**WDC&S** 263) The Duckburg World's Fair management believes Donald is a low-stress genius . . . 6.00
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WDC&S 461 "Movie Mad" (**WDC&S** 257) Don shoots the wrong things with his "troublemaking" movie camera . . . 8.00
WDC&S 462 "Mr. Private Eye" (**WDC&S** 252) Donald thinks he's a natural-born detective; Scrooge doubts it . . . 10.00
WDC&S 463 "Mystery of the Loch" (**WDC&S** 237) The ducks get an underwater camera to photograph the Loch Ness Monster . 8.00
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WDC&S 470 Donald borrows Grandma Duck's ox cart and Johnny, the colorblind bull (untitled, **WDC&S** 182) . . . 8.00
WDC&S 471 "Log Jockey" (**WDC&S** 276) Donald tracks down a distant cousin, logger Whitewater Duck . . . 8.00
WDC&S 472 The nephews buy an ax-toothed ant city (untitled, **WDC&S** 170) . . . 8.00
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WDC&S 483 Donald's panicked search for peace and quiet (untitled, **WDC&S** 178) . . . 10.00
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WDC&S 487 The ducks capture a giant hopping frog they call B-36 (untitled, **WDC&S** 108) . . . 10.00
WDC&S 490 Donald, master craftsman, has a Fix-It Shop (untitled, **WDC&S** 161) . . . 8.00
WDC&S 499 Donald flees Daisy's spring housecleaning time (untitled, **WDC&S** 213) . . . 8.00

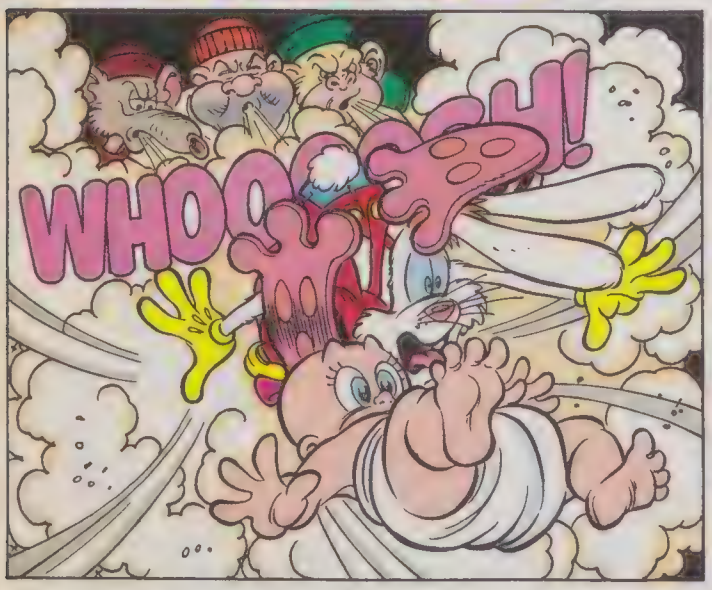
HEY THERE, BLIGHTEY! IZZAT YOUR NOSE OR ARE YOU EATING A MIZZEN MAST?
UH, ROGER...

YOU GOTTA GIVE ME THE NAME OF YOUR TAILOR! I NEED A MAINSAIL!
MAYBE YOU OUGHTTA...

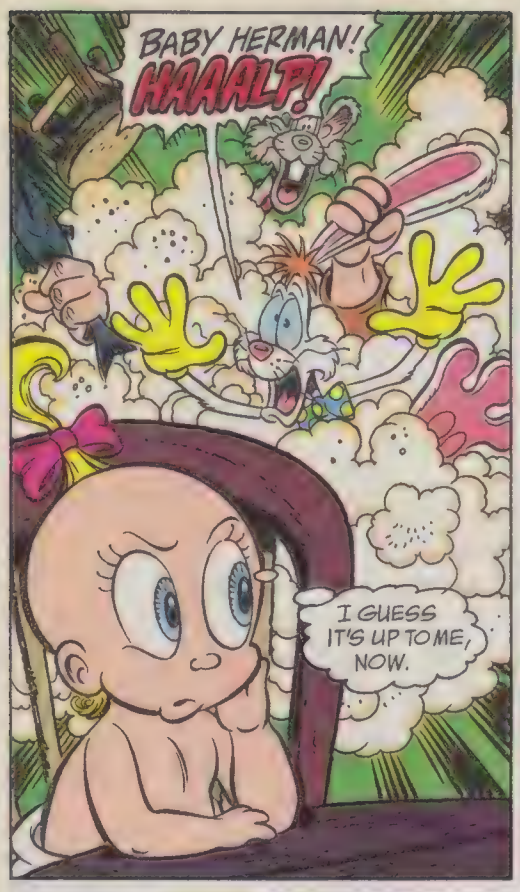
WIND
WIND
WIND

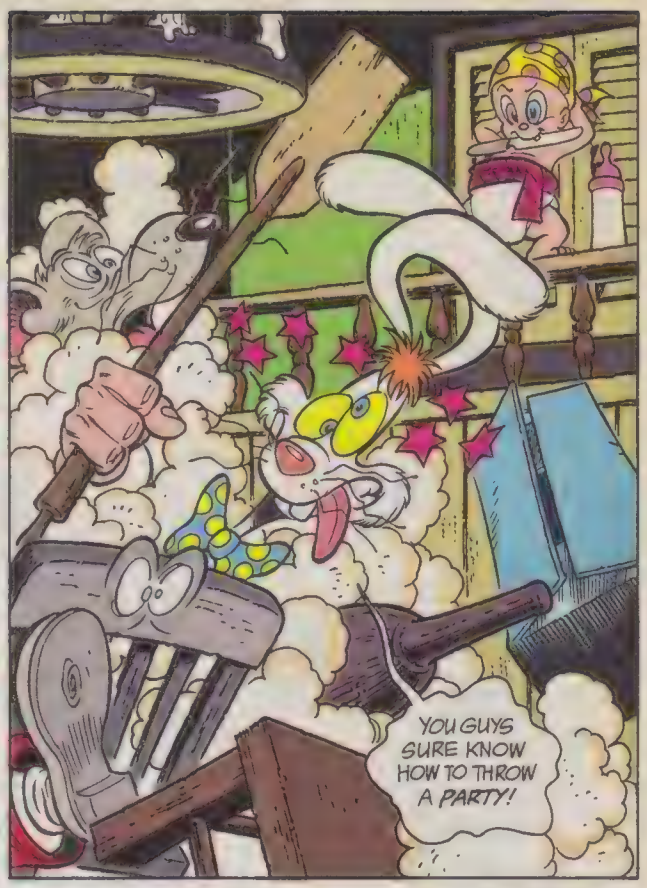
PUT 'ER THERE, PAL!

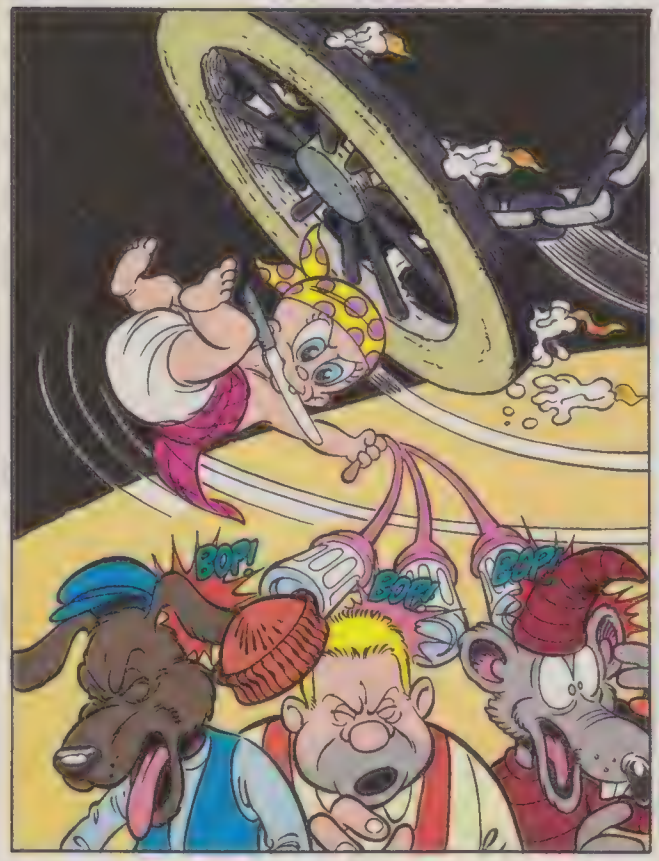
WELL, BLOW ME DOWN!! AHAHAHA!
DON'T GIVE THEM ANY IDEAS.

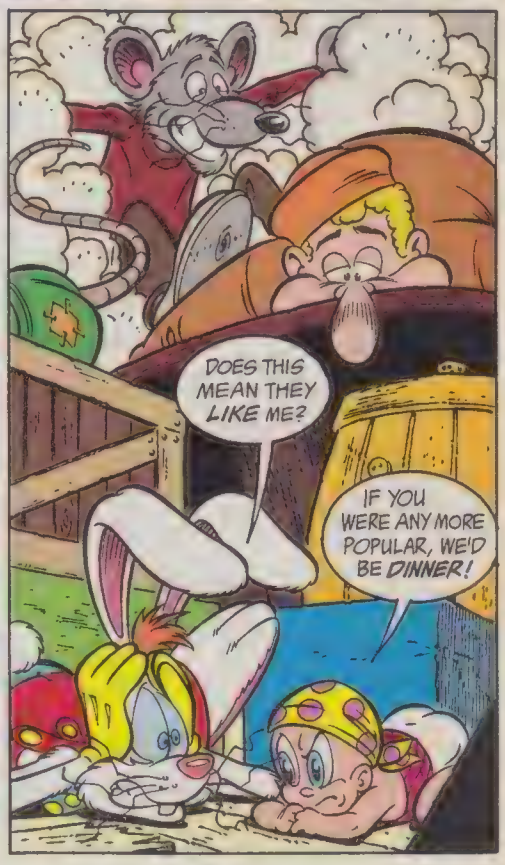

WHOOOOSH!

I DIDN'T REALIZE THEY WERE SO SENSITIVE.









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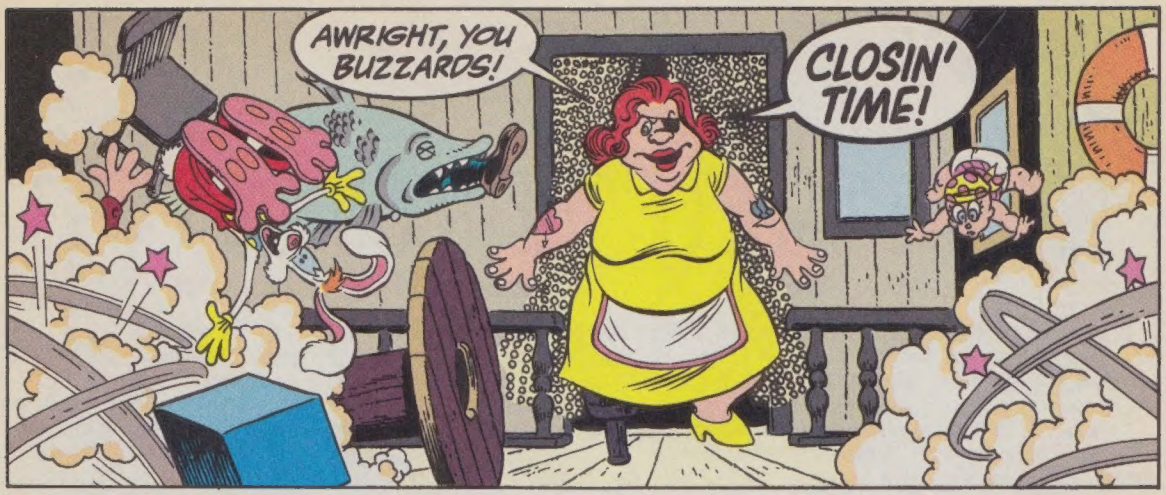

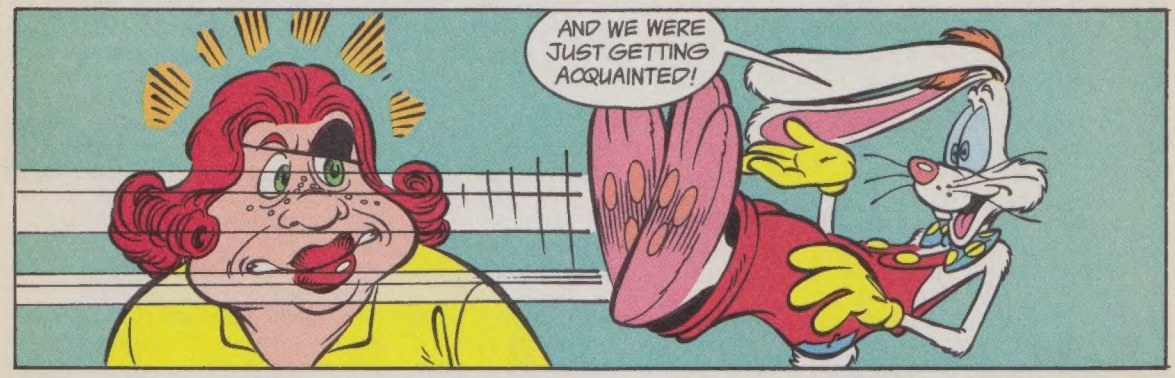

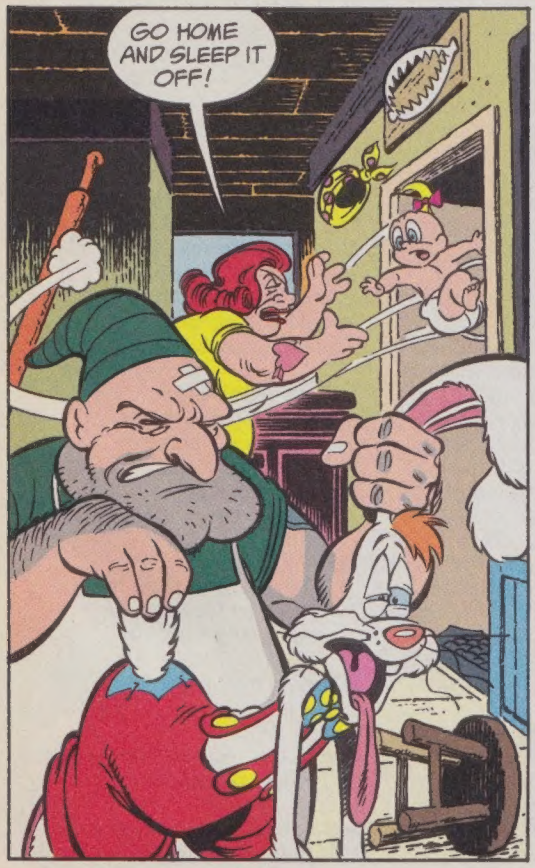

End

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THE TALK OF THE TOONTOWN

Send to: Disney Comics, 500 South Buena Vista Street, Burbank, California 91521

We don't yet have letters on our first issue--so instead, we'll continue our behind-the-scenes peek at excerpts from our writers guidelines.

This is not an invitation to new writers. I tend to work only with people who have extensive experience with Disney or with comics. But these excerpts will give an idea of how editors work with writers and of how this comic runs.

ROGER RABBIT'S TOONTOWN
WRITERS BIBLE

Toontown and environs

Toontown is the suburb of Los Angeles where most Toons live.

Toontown is wild. There's often a lot going on. The Toontown sequence in *Who Framed Roger Rabbit* showed Toontown as filled with happy characters aggressively having fun. Everything that you ever saw in a cartoon can happen in Toontown, usually all at once.

Everything there is (or at least can be) exaggerated. Skyscrapers can reach upwards for miles. Everything happens at top speed, unless it stops suddenly.

The days are brighter and cheerier than days ever are in our world; even the sun smiles. (Almost everything in Toontown has a face, or at least eyes, and often a personality.) The nights are gloomier and more dangerous.

There need be no gradual transitions in Toontown. When sunset comes, the sun--which has been riding high in the sky--may instantly plummet below the horizon, to be replaced just as instantly by a night sky. Or the entire sunlit sky may flap up like a window blind, to reveal the moonlit sky behind it.

The weather can change just as fast. Like anything else in Toontown, the weather can respond to gag setups: if a character cheerily announces that there's not a cloud in the sky, a downpour might instantly start.

Toontown has lots of different sections: city, desert, jungle, mountains, etc. (Roger and Jessica live in a cute, little suburban cottage; Baby Herman lives in a mansion.) Again, there need be no transitions: A jungle will abut against a desert, which will end right next to a city of skyscrapers. Then cross an invisible line, and you're suddenly amid mountains.

Toontown can contain versions of almost any building or landmark; it's a microcosm of our own world, but satirized. Its Statue of Liberty may have helpers propping its arm up: holding the torch up year after year gets tiring. Its mountains can include Pike's Peek, which is always sneaking glances at other mountains. Toontown's radio station, KUKU, features newsman Edward R. Burrow and famous hoaxer Horse N. Weltz.

The bottom line

This is a book of wacky comedy, keeping our characters strictly within character, and staying consistent to everything that we've seen in the Roger Rabbit films.

But even though we do want laughs and excitement, the stories still must work as stories, with well-motivated characters, tight structure, rigorous internal logic, and so on. If a great gag violates a character's personality or a hilarious sequence doesn't fit in the story's overall structure, then replace it.

Since these are short stories, without a lot of room for anything extraneous, pick one goal for your character--a goal consistent with his or her personality--and stick to it. Unnecessary characters or extraneous plot complications may slow the pace of a story or make it confusing.

Write bright. Don't write down to your readers. Yes, a lot of our readers are kids, and obviously, there are some "adult" topics that you simply never handle. But within the permissible topics, be sharp and even sophisticated, if it suits your story. Don't worry that a gag might go over a kid's head. Kids are pretty quick.

Although we're working in an Avery/Clampett/Jones style, we don't want the same gags that they were doing back in the 1940s. We want new gags in the same tradition.

Good luck!

Next issue

Doug Rice, who wrote the backup stories of **Roger Rabbit** #1-13, returns with a tale of military mayhem. Patriotic Roger makes an Army training film in which a tough sergeant tries to show him how to fire a howitzer. Explosive insanity ensues, of course, as John Costanza and Dave Hunt illustrate "The Longest Daze."

John Blair Moore, writer of this issue's "Takin' a Dive," writes and pencils a Baby Herman adventure titled "Life in the Pen." Baby, consummate actor that he is, goes to a local nursery to research real babies--but then he finds out that the nursery runs like a prison! How will hot-tempered Baby survive?

In "Beauty Parlor Bedlam," Jessica Rabbit must face her arch-rival, Winnie Weasel. Winnie's running a beauty parlor and has invited Jessica for a free treatment--but Jessica may not like the treatment that Winnie has in mind!

David Seidman
Editor

* * *

Credits

"The Lumberjack of Tomorrow"
Written by **Chuck Fiala**
Penciled and lettered by **John Costanza**
Inked by **Dave Hunt**
Colored by **Jo Meugniot**

"Teevee Jeebies"
Written by **Jack Enyart**
Penciled and lettered by **Bill Fugate**
Inked by **Ian Akin**
Colored by **Cris Palomino**

"Takin' a Dive"
Written by **John Blair Moore**
Penciled by **Rick Hoberg**
Inked by **Brian Garvey**
Lettered by **Todd Klein**
Colored by **Val Dalchele**

Cover
Penciled, inked and colored by **Jukka Murtosaari**

Based on characters created by **Gary K. Wolf**

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